

# MÄR

マル

MÄRCHEN/AWAKENS/ROMANCE

10

安西信行  
NOBUYUKI ANZAI PRESENTS

comics

MÄR

10



MÄRCHEN/AWAKENS/ROMANCE

安西信行

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comics



MÄRCHEN/AWAKENS/ROMANCE  
NOBUYUKI ANZAI PRESENTS

チェスのクイーン<sup>クイーン</sup>の正体は、ドロシー<sup>ドロシー</sup>の姉であり、  
スノウ<sup>スノウ</sup>の義母にもあたるディアナ<sup>ディアナ</sup>だった！衝撃的事実を知る一方、  
ウォーゲーム<sup>ウォーゲーム</sup>5THバトルが始まった…!!





## MÄR VOL. 10

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FROM  
THE  
MAGIC  
COUNTRY,  
KALDEA  
?!



AN  
ARM  
SHE  
GOT  
...

WITH THE  
APPROVAL  
FROM  
KALDEA  
ITSELF.

YEAH.

IS THAT  
TRUE,  
ALAN-  
SAN?!

CAN SHE  
HANDLE  
IT? SHE'S  
GOT A  
LOT OF  
GUTS.

AND  
EVEN I  
GOT  
THEM!!

JACK,  
NANASHI,  
ALVISS  
....



SFX: \*HUMMMMMM\*







3



9 SFX: \*Water dripping\*

SFX: Boom







The person we have to defeat this time



IT'S ...



SFX: Gogogogogogogogo



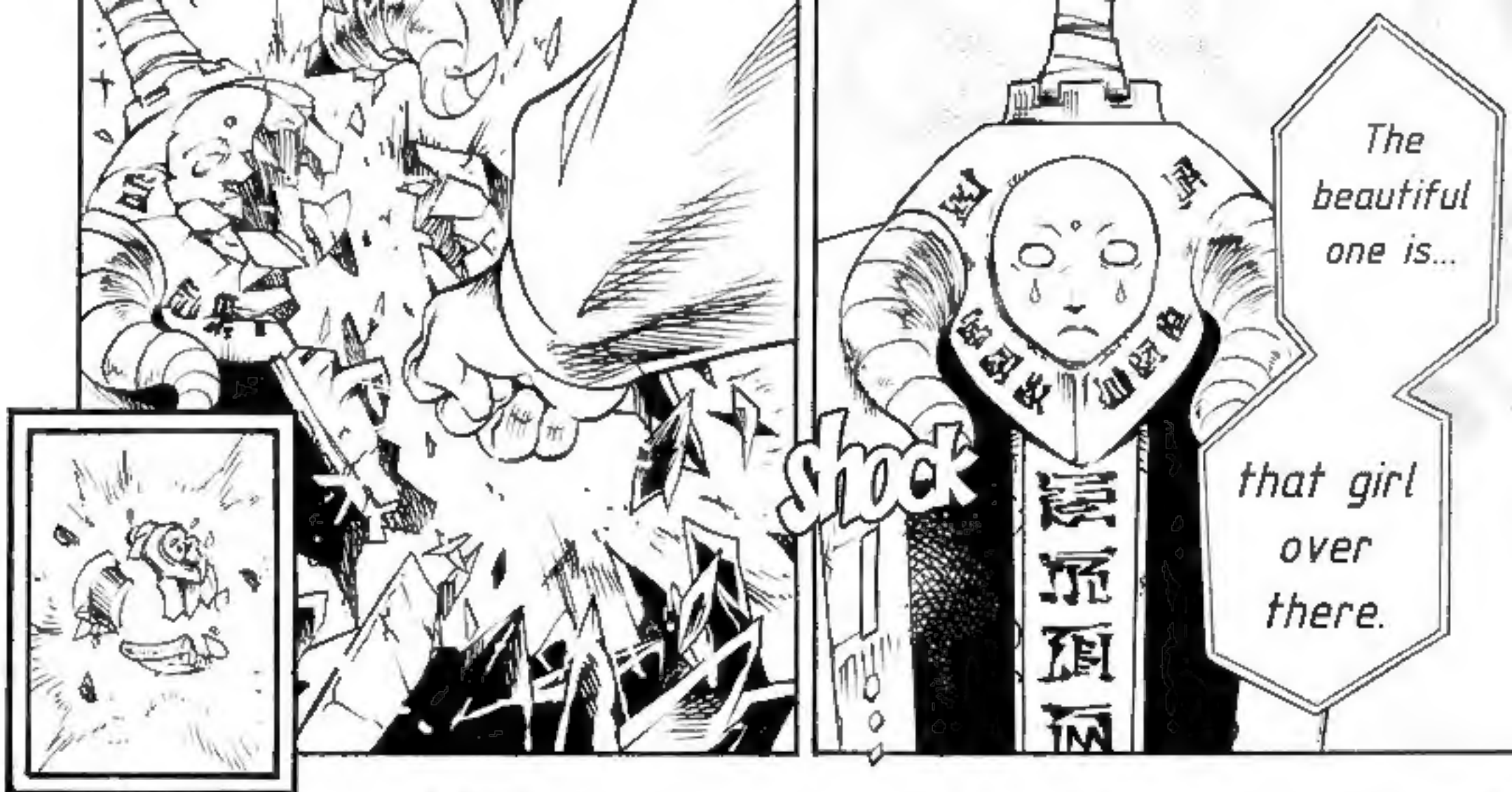
YOU CALLED ME UGLYY-YYY P!



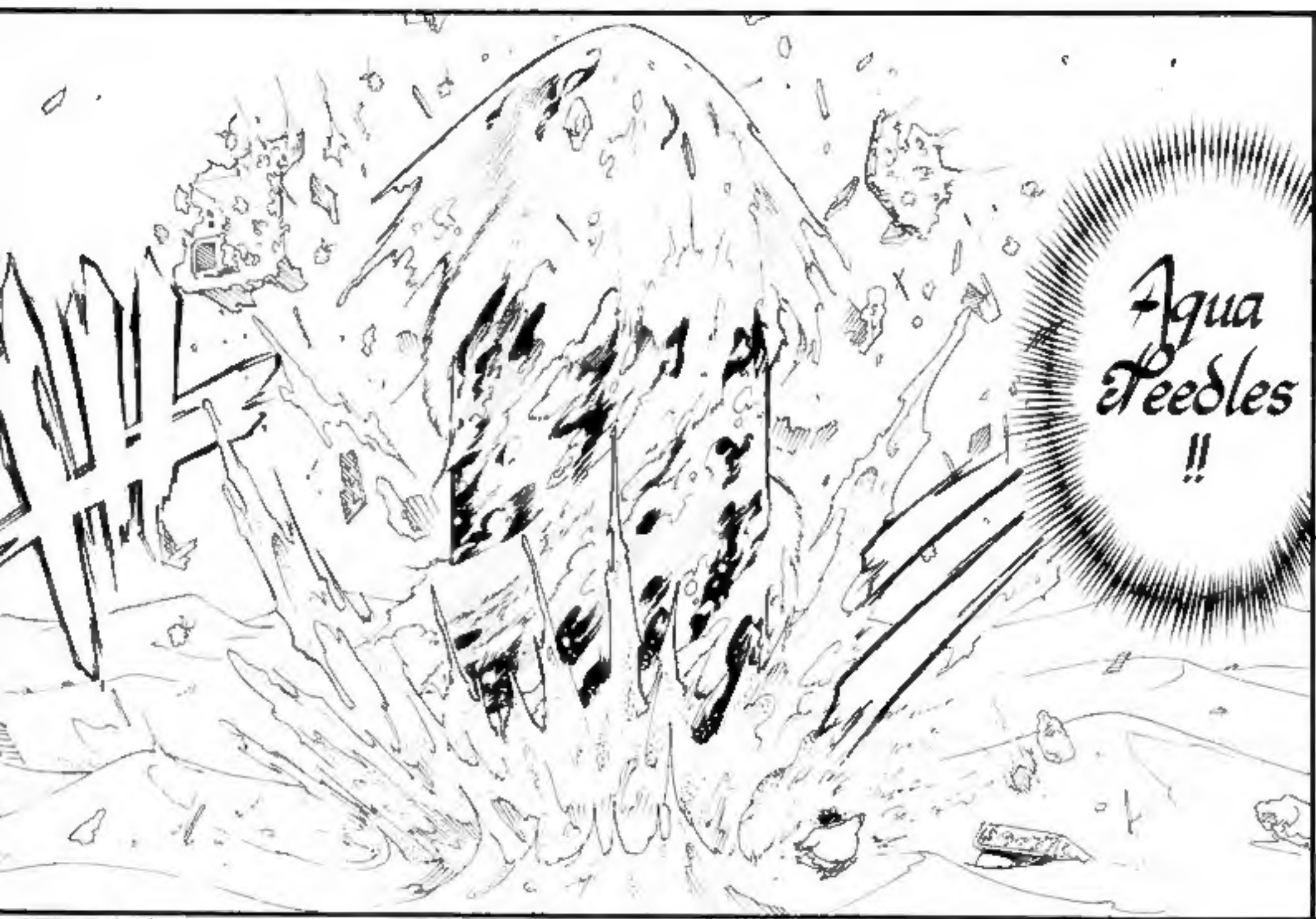
She's ugly, isn't she?

Tee hehe









SFX: Splosh



SFX: Boom





SFX: "trickle"



WHAT DO  
YOU IN-  
TEND TO  
DO WITH  
SUCH A  
SMALL

....

IDIOT  
!!

SFX: "Whistle"



SFX: Blurblugblurgblublugblurg!!!







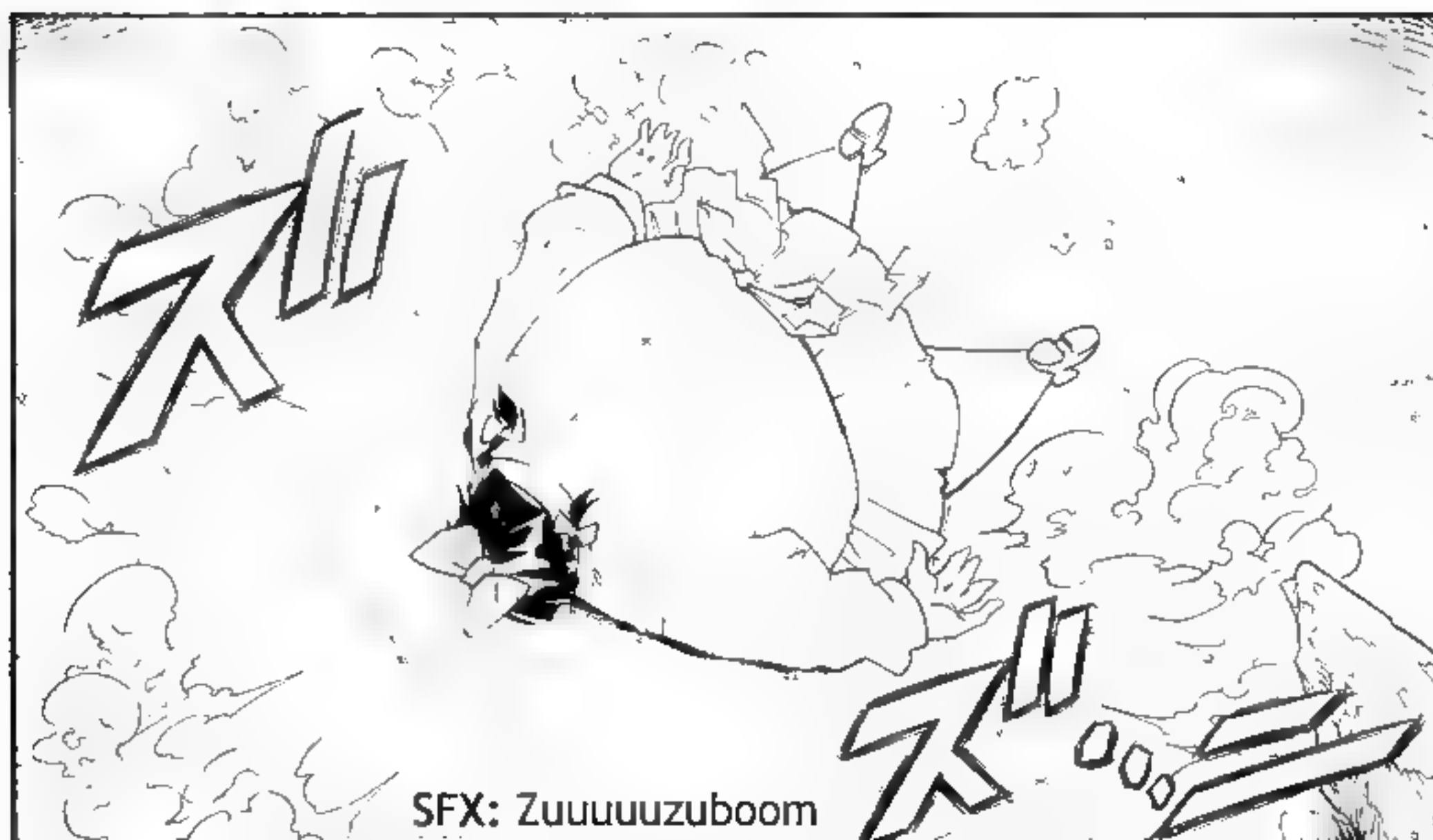
SFX: B.urbulb!!







SFX: Glrrgglargbulb....



SFX: Zuuuuuzuboom

*That's  
why I  
released  
the water  
before  
hand.*

*That  
girl  
didn't  
want to  
fight to  
the death.*

*Stare*

*Wheeee...*

**MÄR  
Snow  
!!!**

**W  
i  
n  
n  
e  
r  
...**



NICE  
JOB,  
SNOW-  
SAMA  
!!

THAT  
WAS  
FAN-  
TASTIC,  
SNOW  
!!





※ 消失



SFX: Hyou



AKT.98/  
**ALVISS VS.  
HAMERUN ①**

SO,  
WHO'S  
GOING  
OUT  
NEXT?

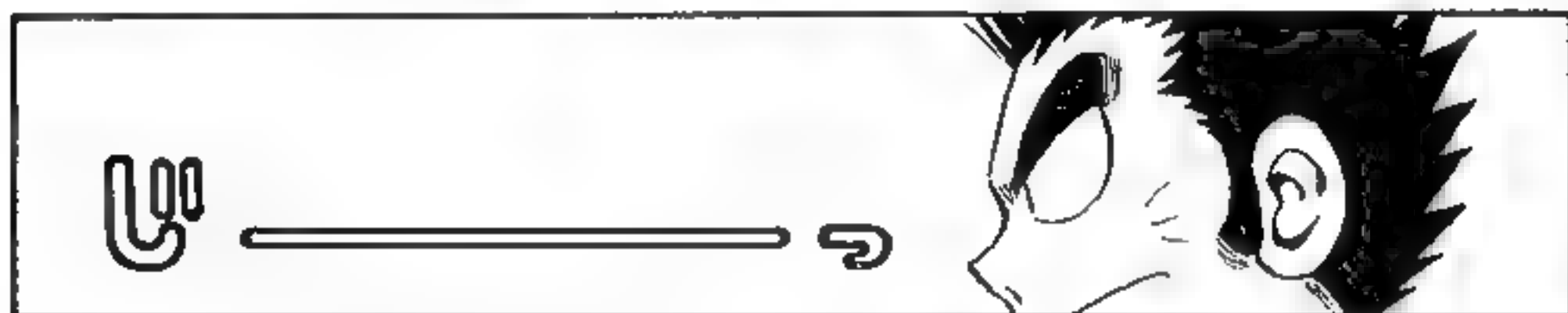
NANASHI  
ARE  
ALREADY  
SPOKEN  
FOR...

GINTA  
AND

I'LL  
GO!

THEN,

I'M  
GOING.



2

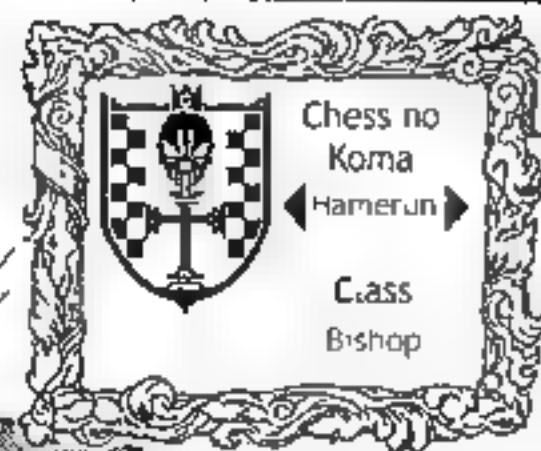
SFX: Staaaaaare







**Hamerun  
of the  
Chess no  
Koma!**



**AKT.98✓  
Alviss VS.  
Hamerun ①**

© Hamerun is a character created by Fukushima Prefecture's Ao Ringo-san.



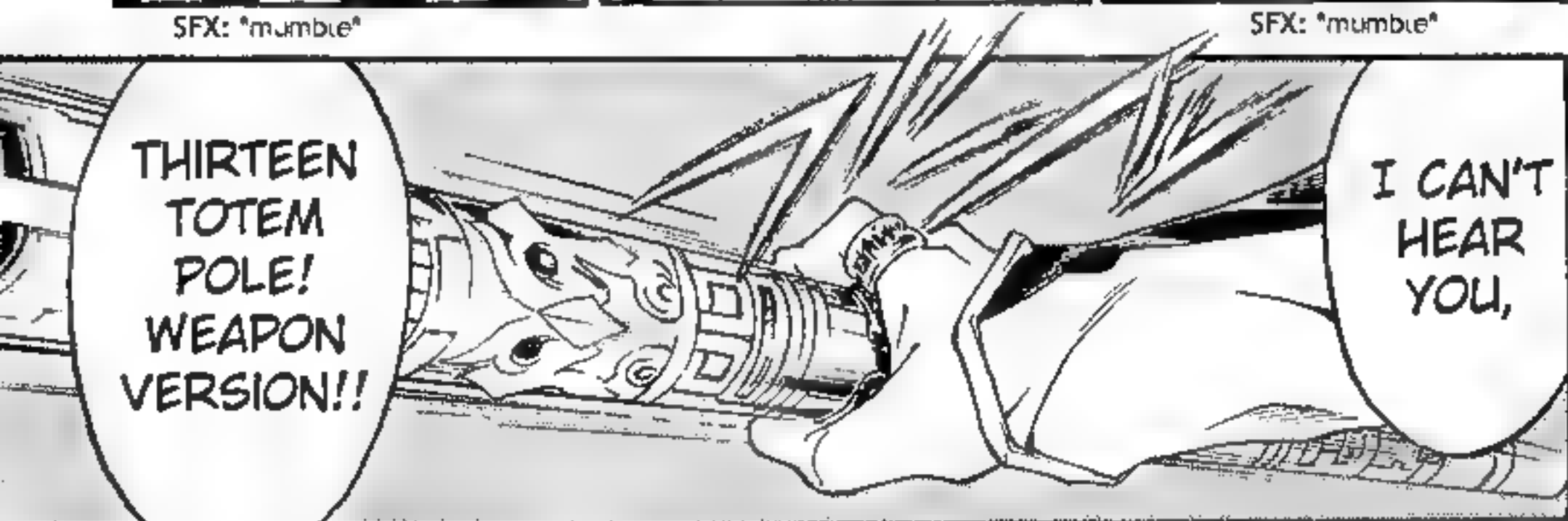




SFX: "mumble"



SFX: "mumble"

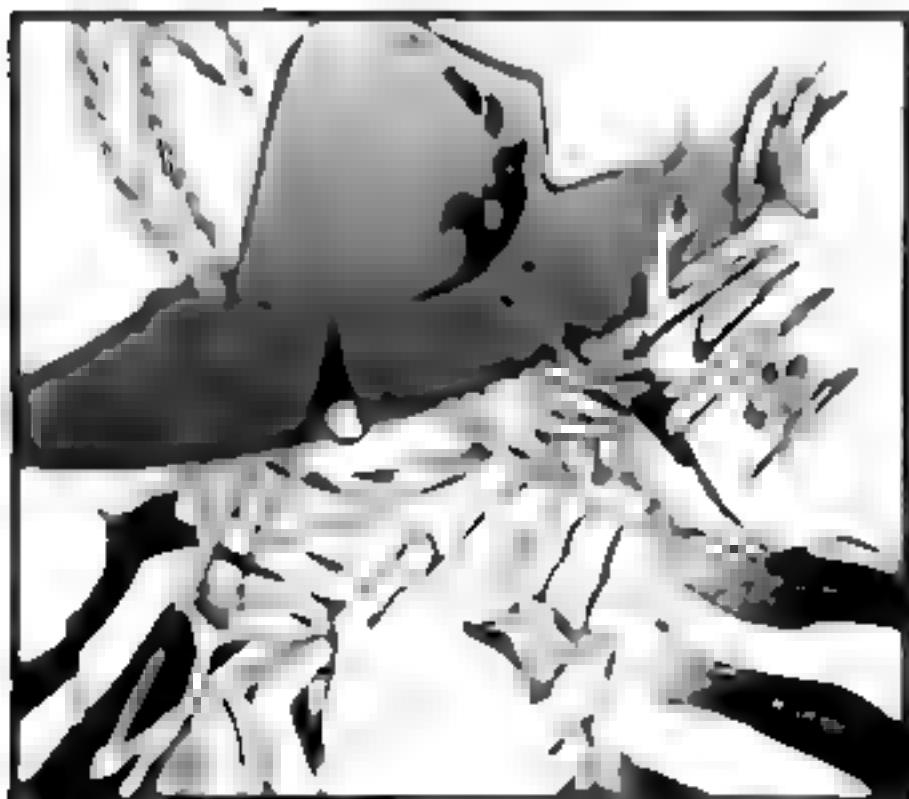


5





SA 1000



SA 1000



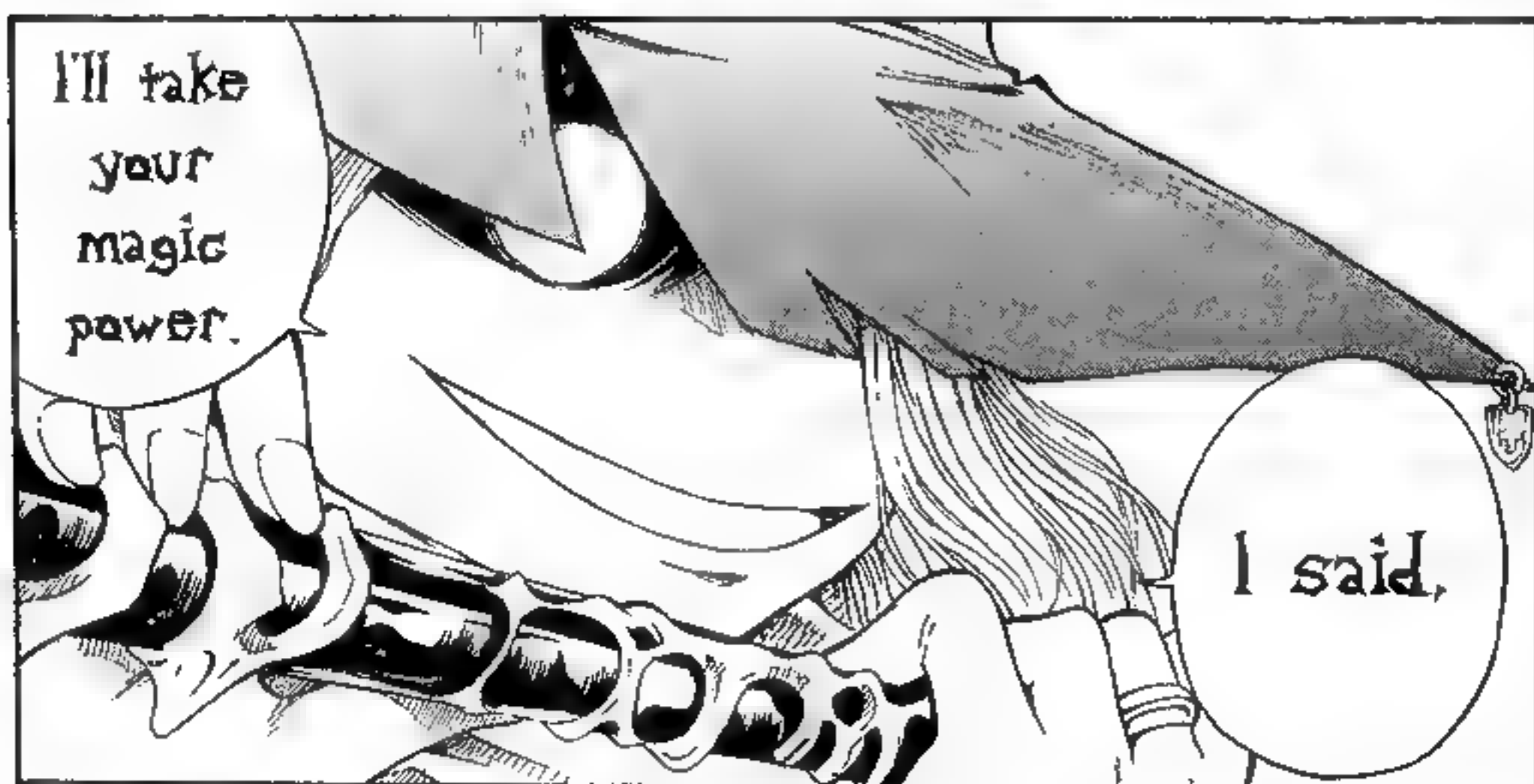
SOUL  
FLUTE



T-THIS  
IS...

!



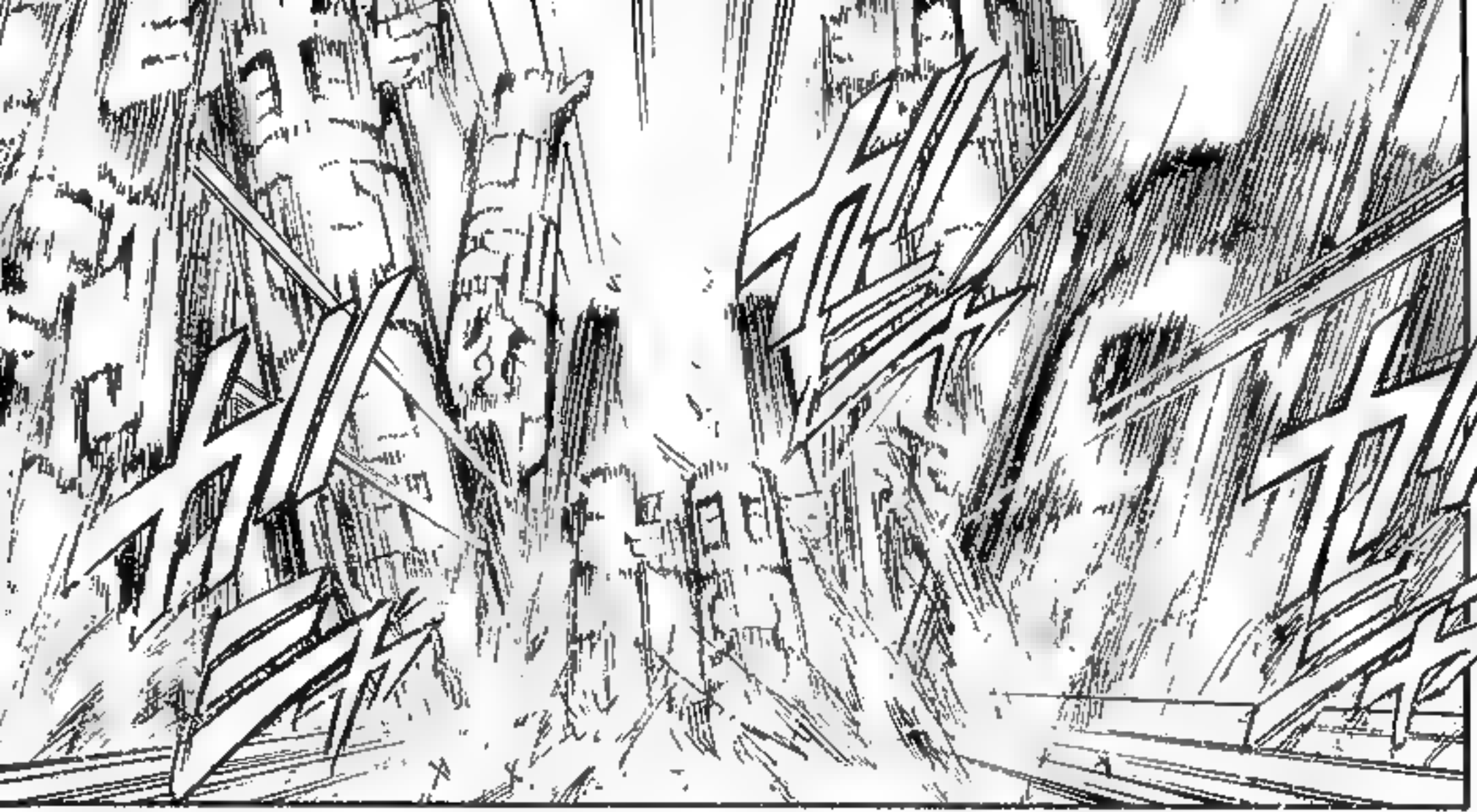


SFX: \*jumping back\*



SFX: \*bursting from the ground\*





SFX: \*bursting from the ground\*

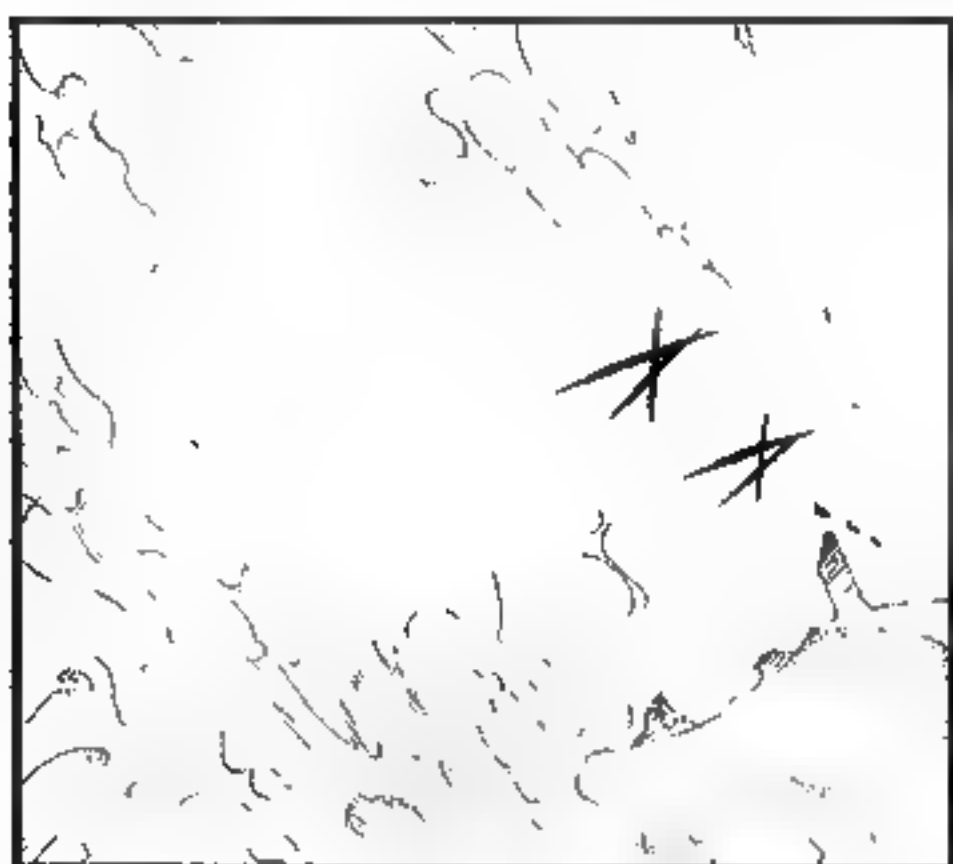


SFX: \*flapping\*



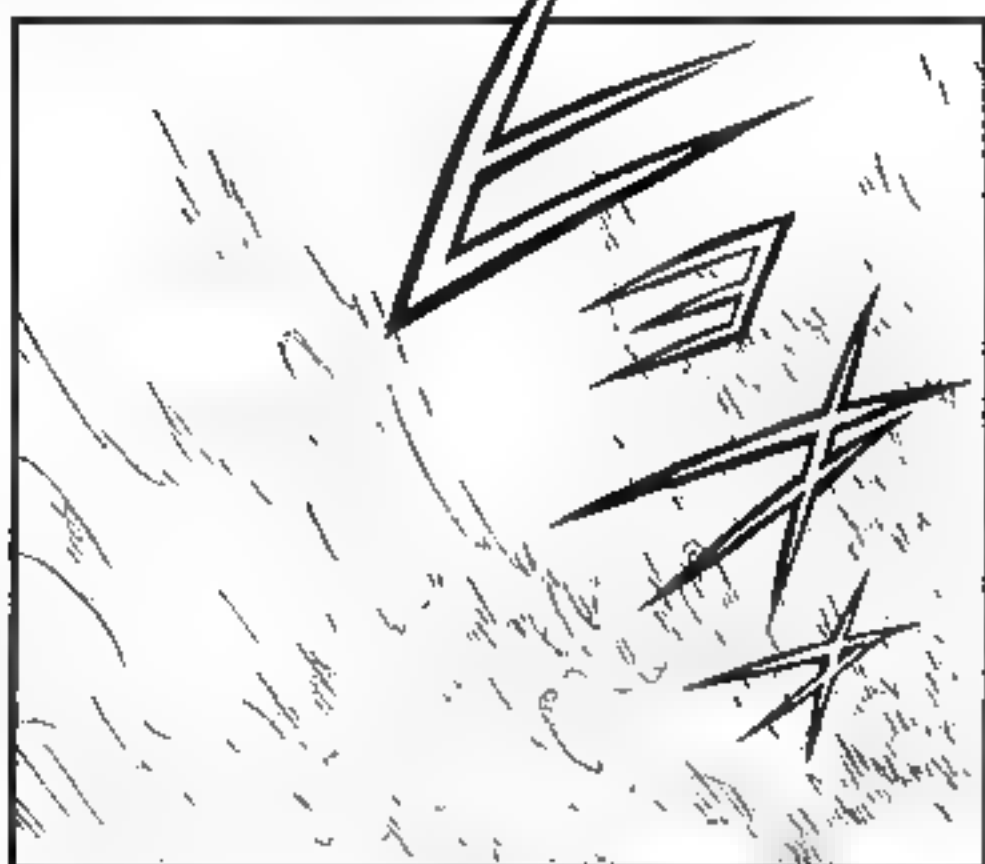






12

SFX: \*light wind\*



SFX: \*howling wind\*









14

SFX: \*rush\*



SFX: \*Flying in\*





SFX: Claaaang

15



SFX: \*woosh\*



SFX: \*wham\*



SFX: \*splurt\*



16



SFX: \*pull out\*







SFX \*tense up\*



SFX \*Giving up, relaxing\*

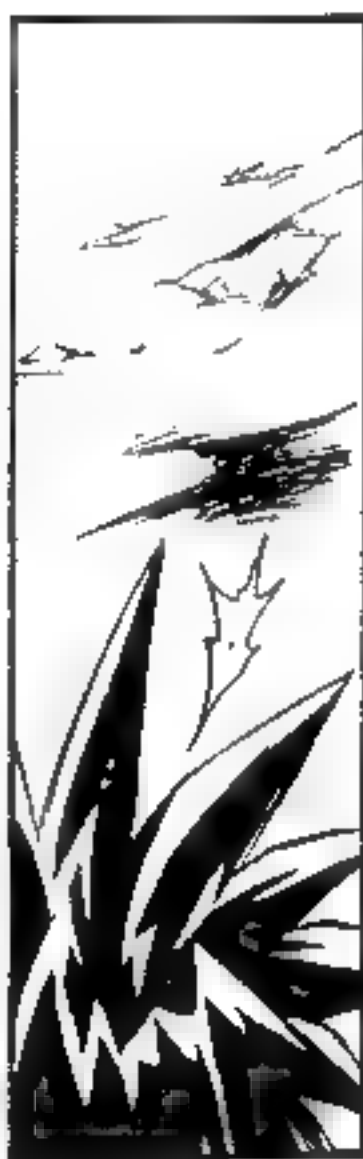


that  
means...



The real one  
should cast a  
shadow.

3





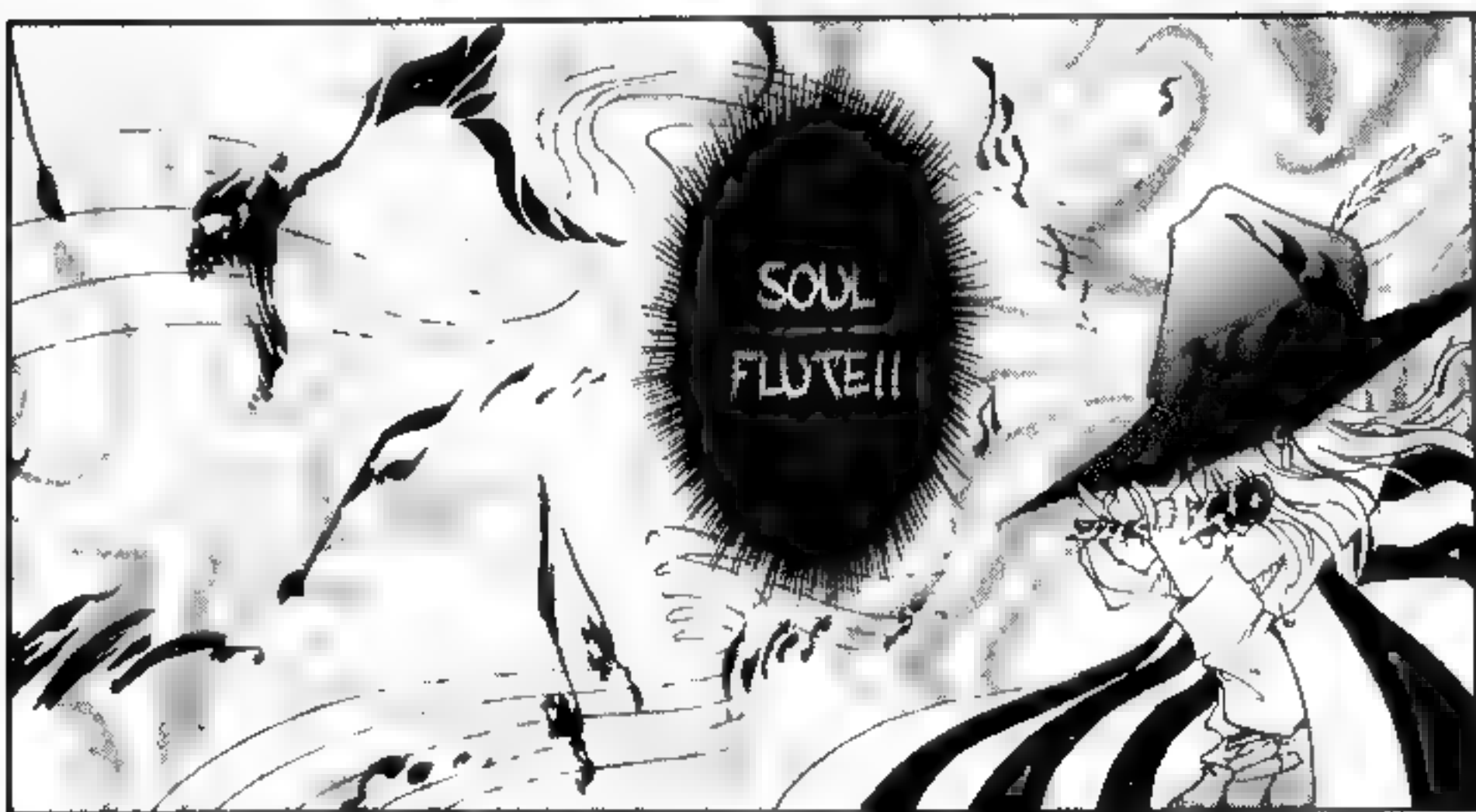
SFX: "boom out of the ground"







SFX: "crashing into the sand"



5











I can't

use it yet.

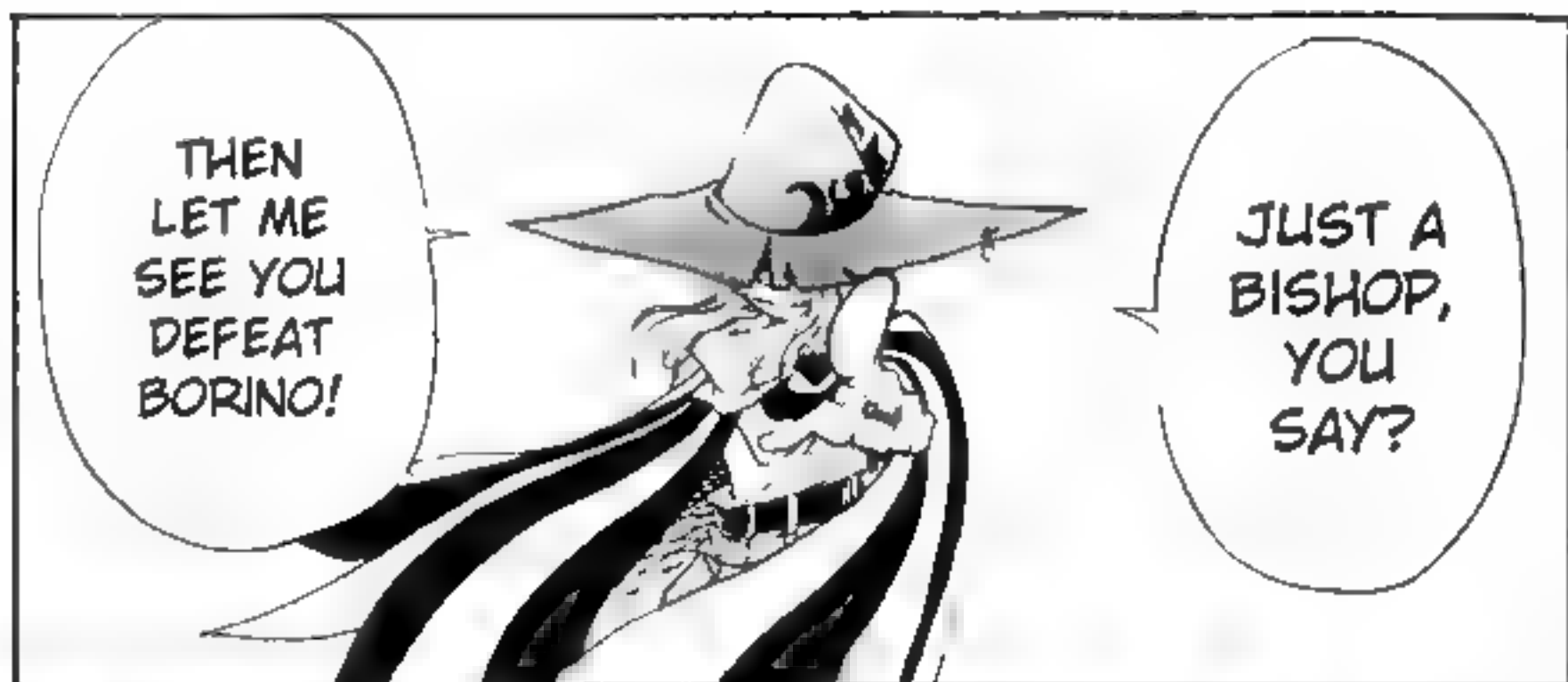


Not yet.



TOO PA-  
THETIC.

BECAUSE  
USING THAT  
ON JUST A  
BISHOP  
WOULD BE



SFX: glow

SFX: \*crackle of power\*



AND YOU  
CAN'T MOVE  
WHILE THE  
GUARDIAN  
IS RE-  
LEASED.

YOUR  
SECRET  
GUARDIAN  
THAT YOU  
RELEASED  
CAN'T  
MOVE.

SFX: \*steps\*



YOU KNOW  
WHAT THAT  
MEANS,  
RIGHT?



I AF-  
FLICTED  
YOUR  
GUARDIAN  
WITH A  
CURSE.

SFX: \*Cold stare\*



IN  
OTHER  
WORDS.





YOU  
LOST.

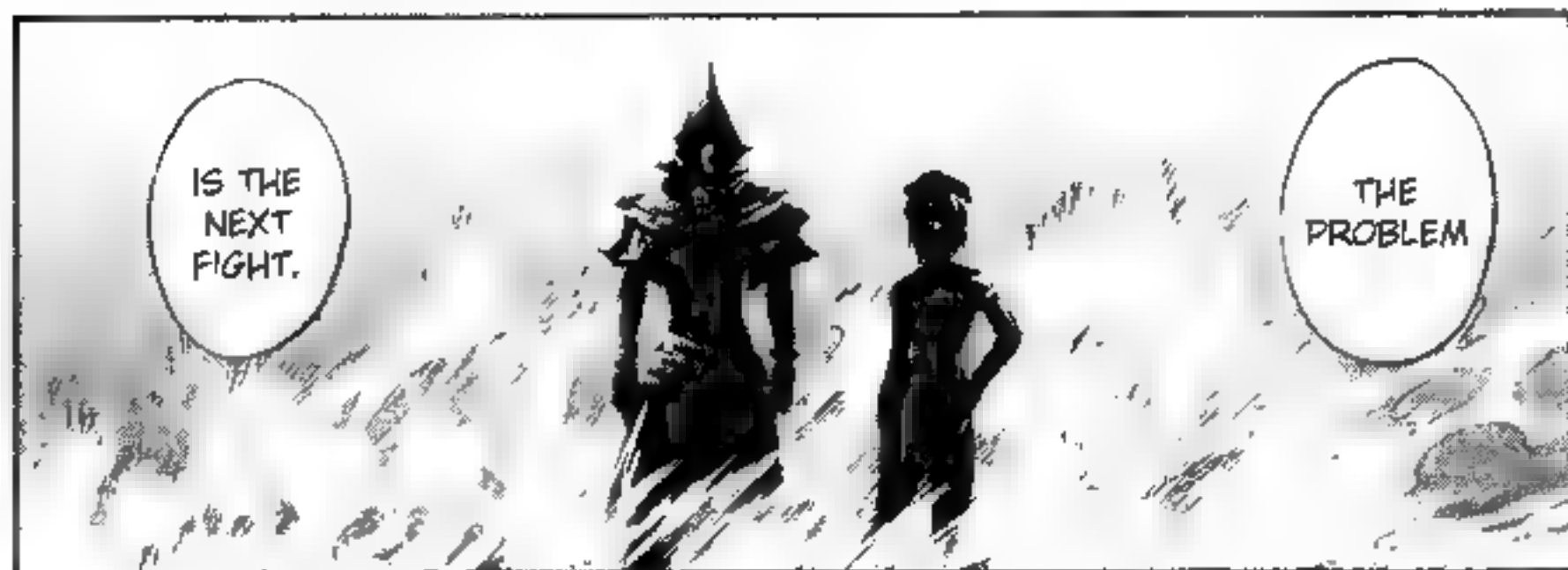


SFX: "BOOM"



12









SFX. "howling wind"





LOTS  
AND LOTS  
OF COMPLI-  
MENTS  
FROM  
PHANTOM!  
I.....

AND IF  
I STOP  
THEM,  
I'LL  
GET



IT'S  
MY  
TURN.

THAT  
MEANS



HEAD-  
ING  
OUT.

THAT  
WOMAN  
IS

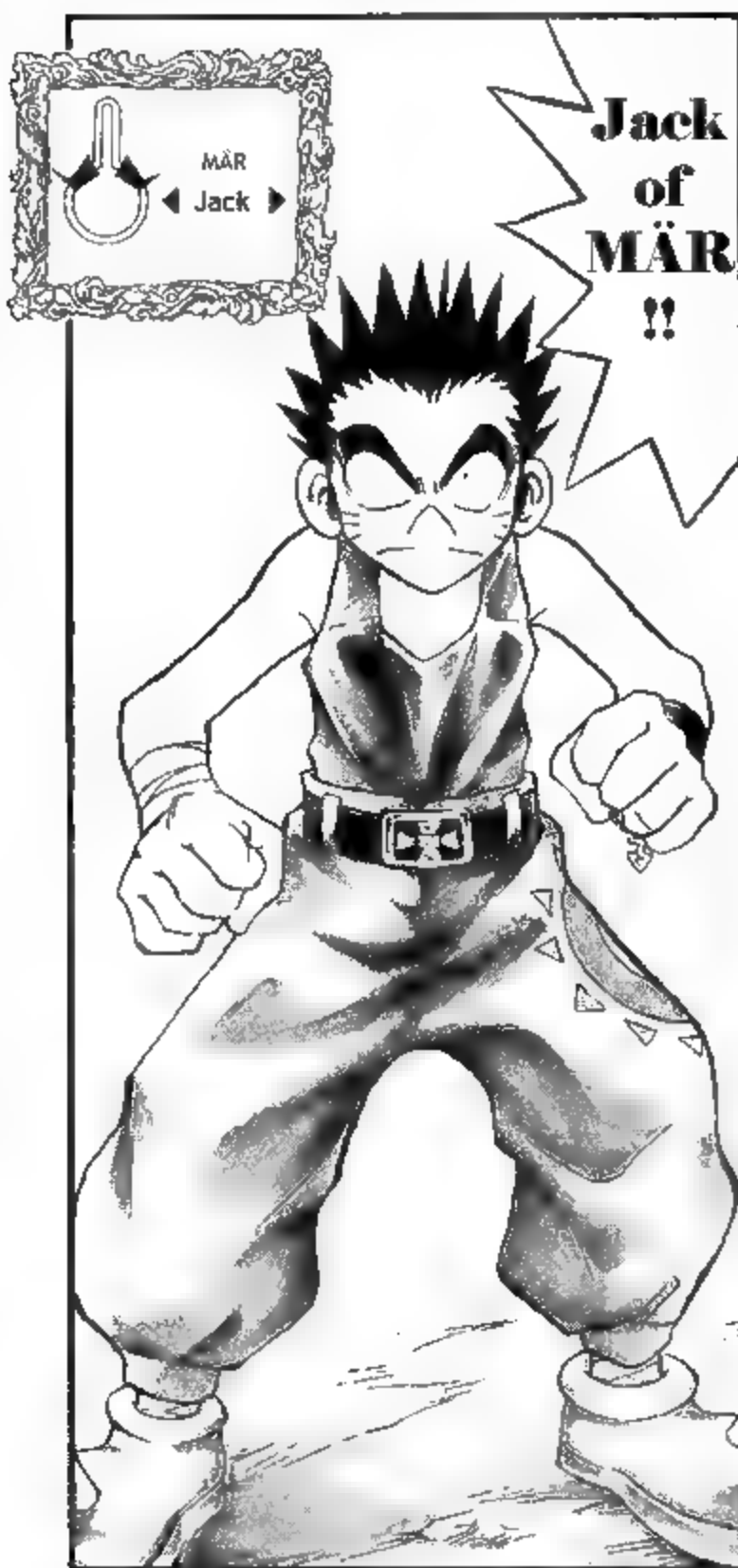


SFX: "claspng f st"





1



# AKT.100/ JACK VS. KANDIS①





SFX: \*sound of rocks crunching together\*

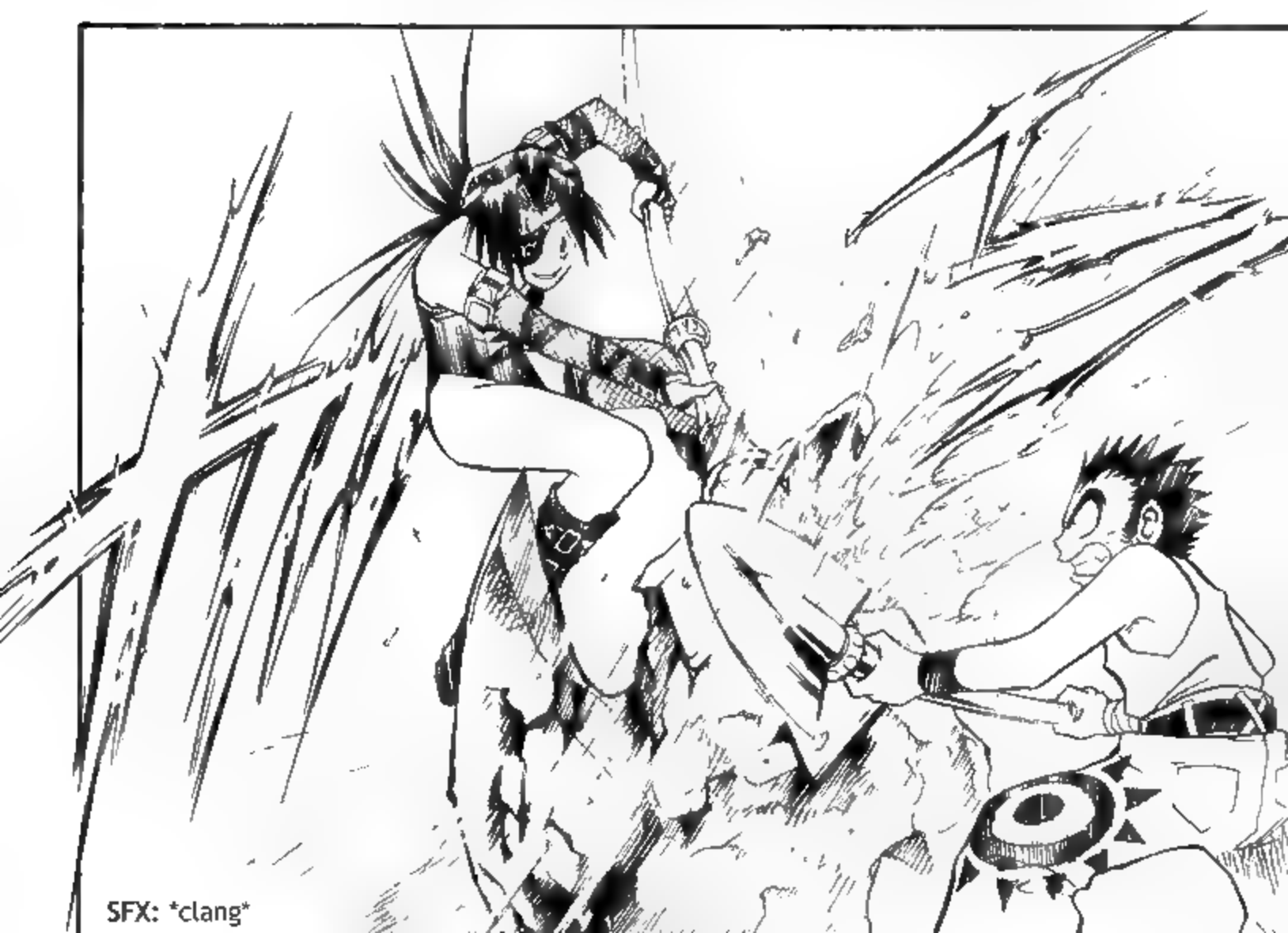
3







SFX: \*.lunging forward to attack\*



SFX: \*clang\*



MELEE  
COMBAT  
IS  
FUTILE!!  
WHAT  
POWER!!



SFX: \*cling\* \*crash\*

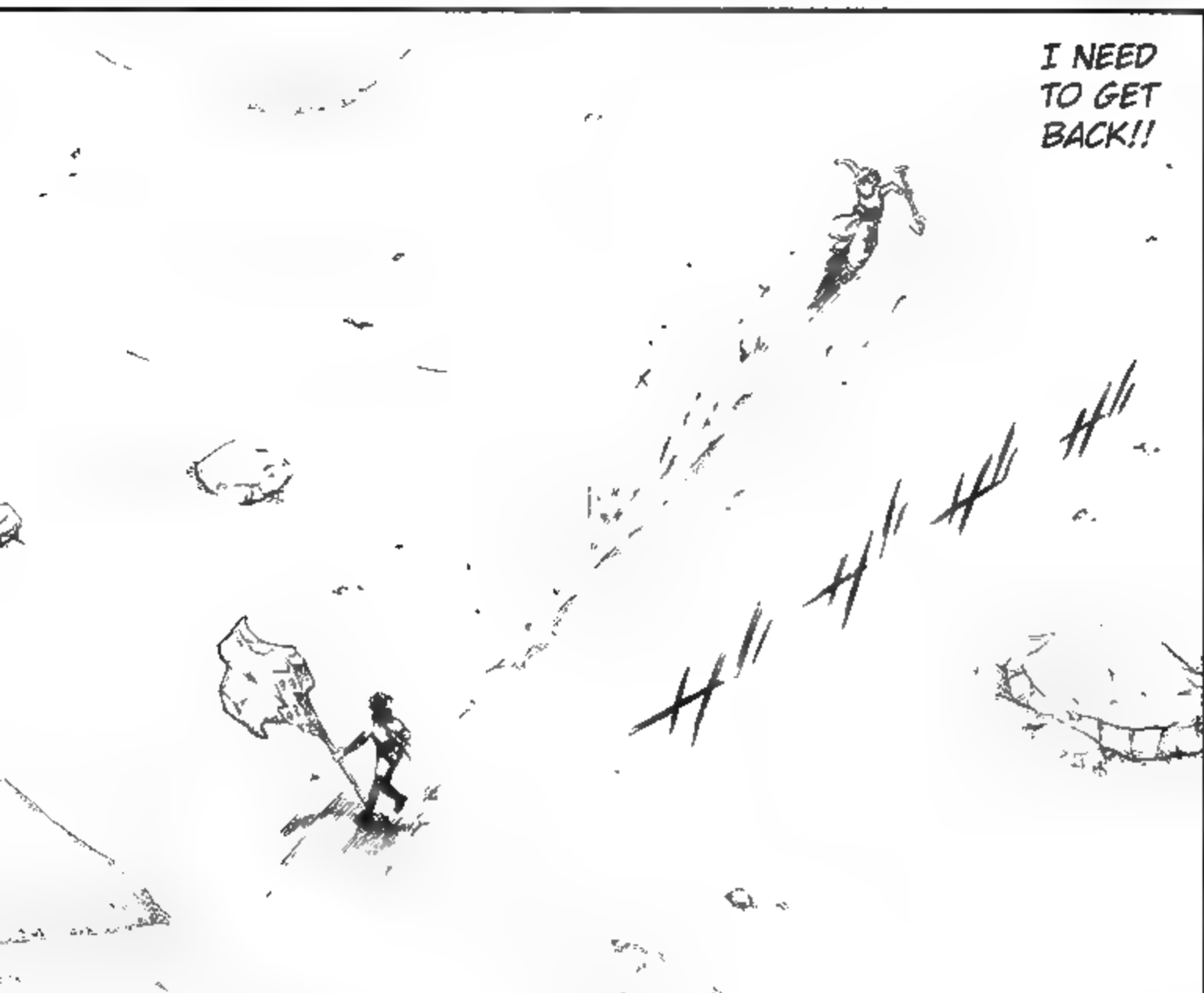


THIS  
WOMAN  
...

SFX: \*chink\*

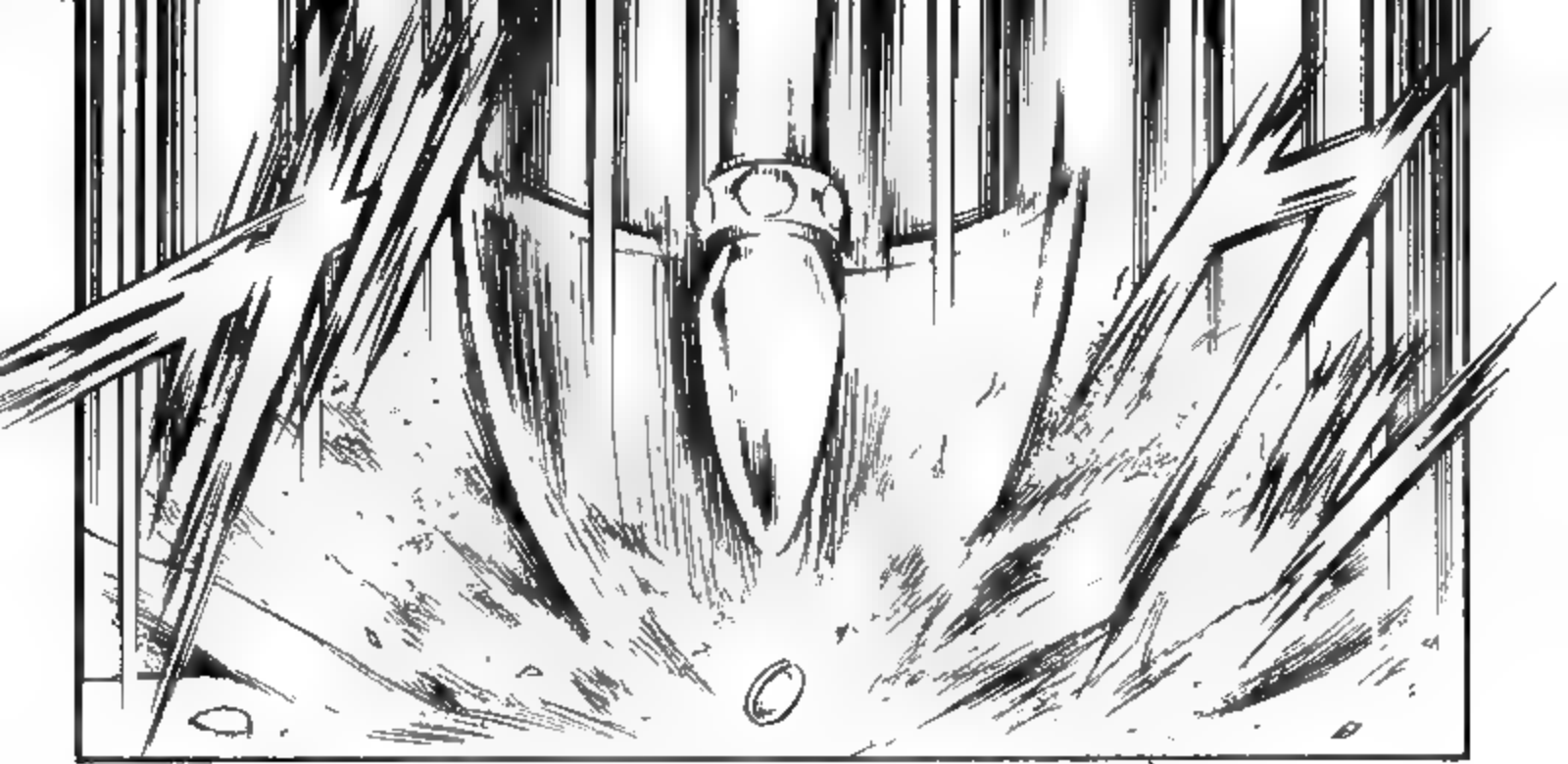


5



I NEED  
TO GET  
BACK!!

SFX: \*leaping back in the sand\*



SFX: \*Wham\*







SFX: \*g.ow\*

7





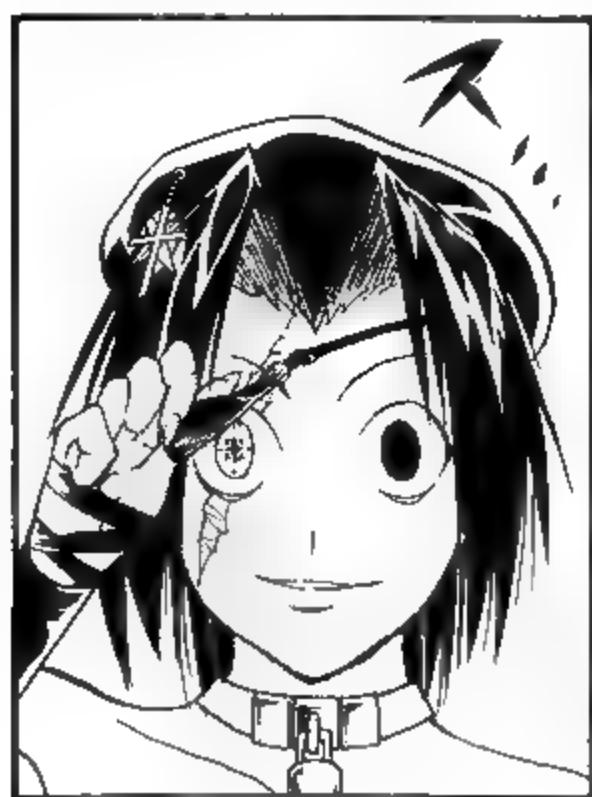
9



SFX: \*grip\*

8









11





SFX: \*rumb.e\*



SFX: \*slam\*



S-SHE'S  
STRONG  
!!



STUPID  
KID.

HE  
HE  
HE  
...



DON'T LET  
THEM SHOW  
YOUR  
WEAKNESS!

JACK!  
YOU WANT  
TO SHOW  
EVERYONE  
YOU'RE A  
MAN,  
RIGHT?!

13



WHAT'S  
WITH YOU  
TWO, IT'S  
COOL,  
ISN'T  
IT?

THAT HAS  
NOTHING  
TO DO  
WITH HIM  
WINNING.

HE'S  
ONLY  
GOT  
SPUNK.



RO-  
GER!



I'LL  
SHOW YOU  
SOMEONE  
WHO'S  
STRONG  
...!!

DON'T  
SHOW ME  
ANYTHING  
MANLY.

SFX: \*Victory pose\*





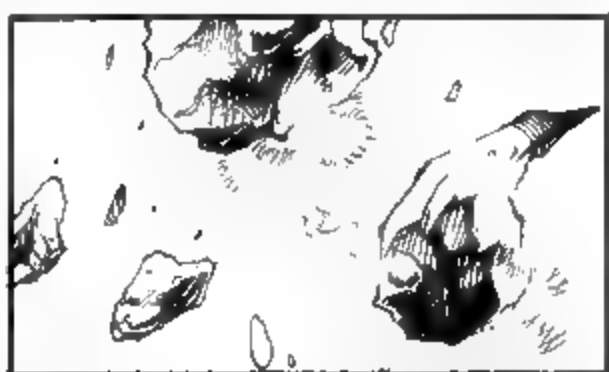
14

SFX: \*breaking through the ground\*





SFX: \*crumble\* 15



SFX: \*crashing of rocks\*



16

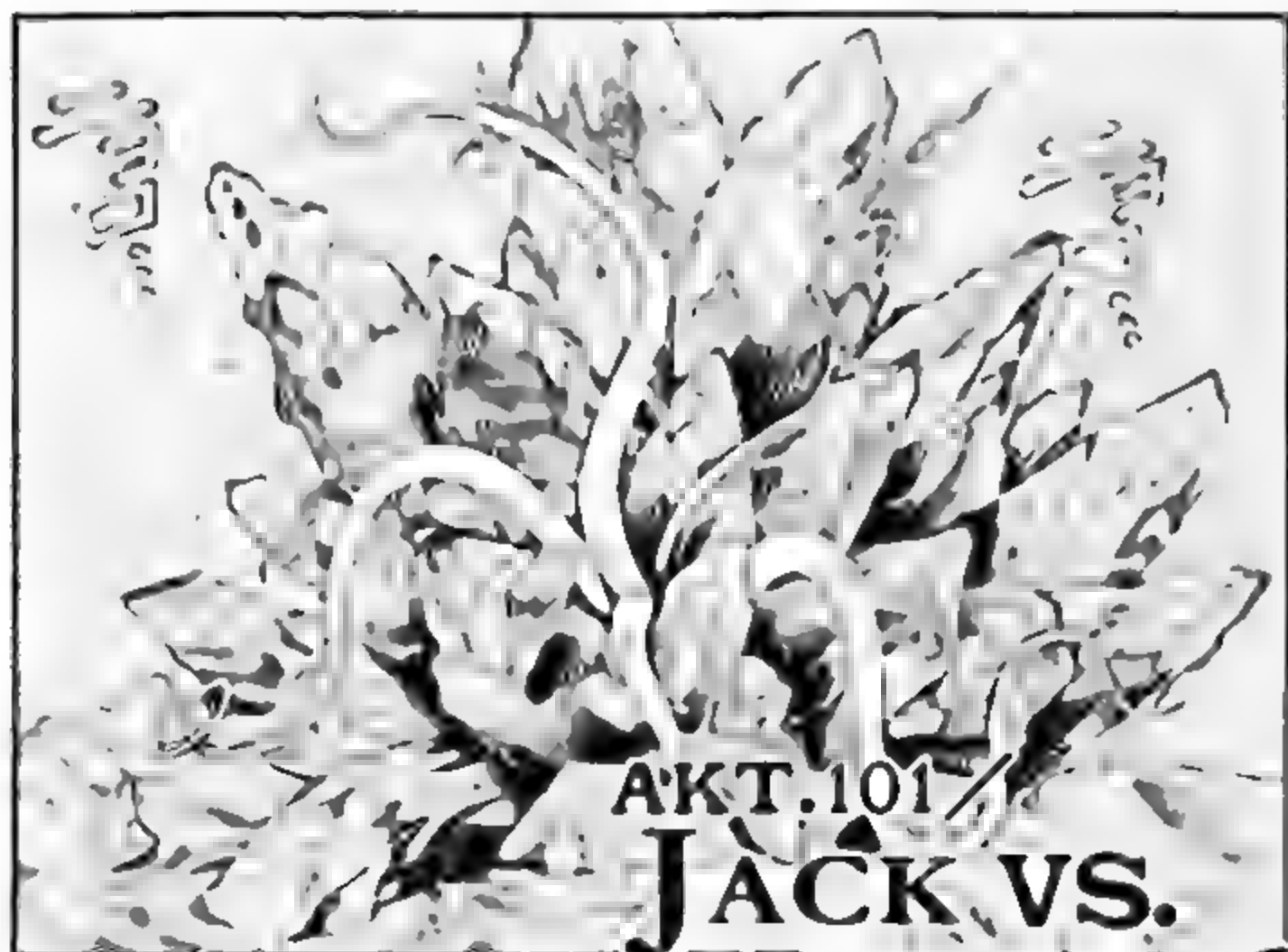
I WONDER  
IF  
....  
IF MY  
BELOVED  
PHANTOM  
WAS  
WATCHING  
....



AAAAAH  
....  
IT GIVES  
ME THE  
CHILLS  
....  
IT FEELS  
GOOD  
....







SFR plants, making through

AKT.101

JACK VS.

KANDIS-②



SFR 'pup'



AKT.97  
**SNOW VS.  
EMOKISS③**





SFX: \*crack\*



SFX: \*POP\*

3





IT'S A  
SKILL I  
DEVELOPED FOR  
TIMES LIKE  
THIS!!

I USED A  
VARIANT  
OF MY  
EARTH  
BEANS,  
"BEAN  
SHIELD"  
!!

SFX: \*confident\*

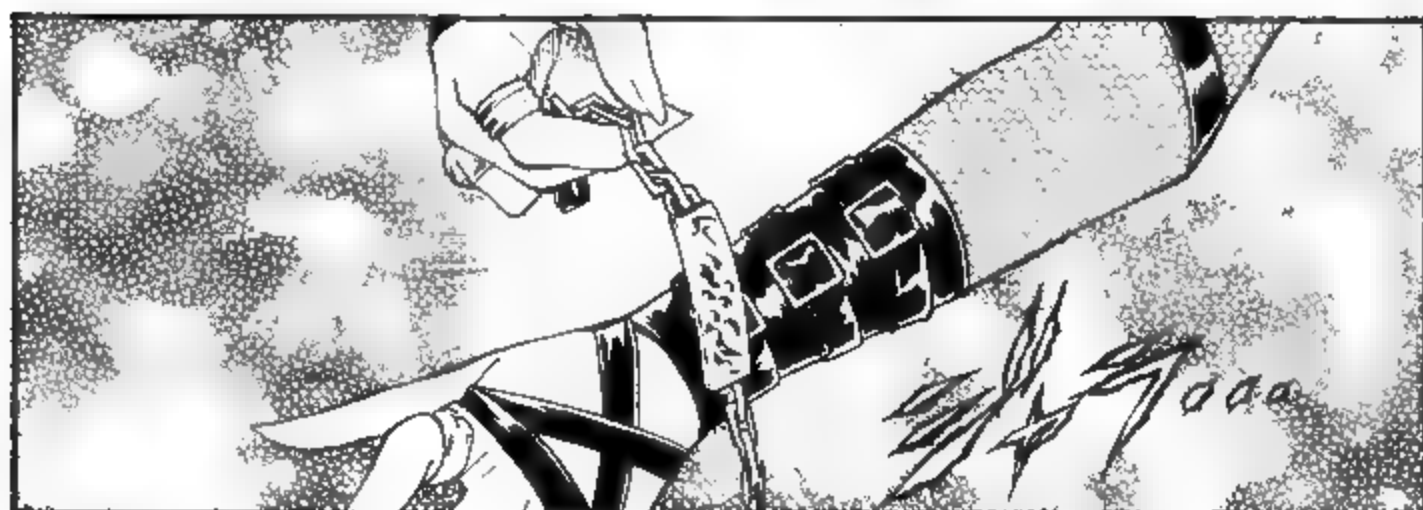


**YOU!!! I  
HEARD  
THAT!!!**

THAT  
SOUNDS  
LIKE AN  
IDEA ONLY  
AN IDIOT  
WOULD  
THINK OF  
...

and?

SFX: \*point\*



SFX: \*g.ow\*

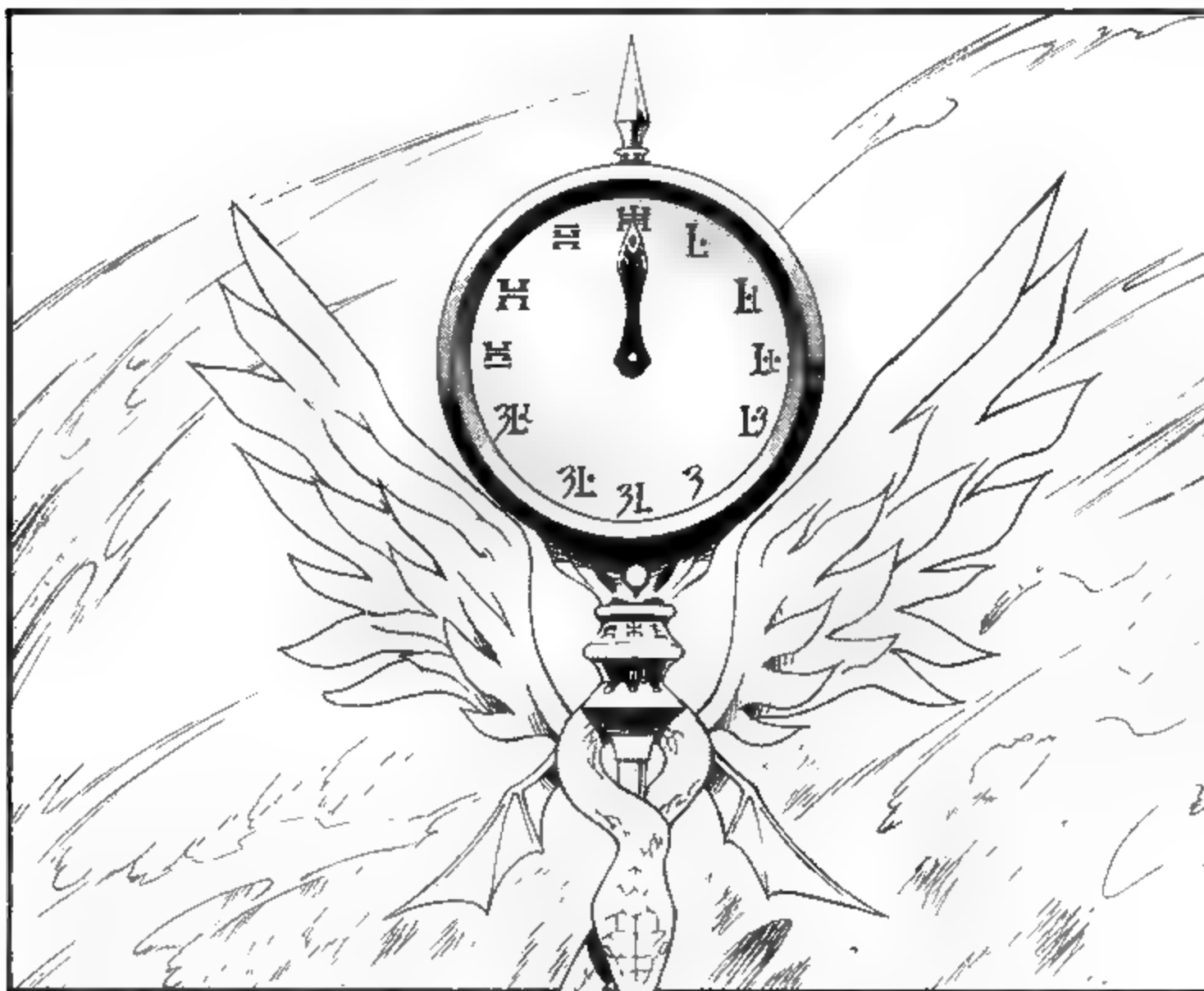
5







SFX: \*poof\*



6





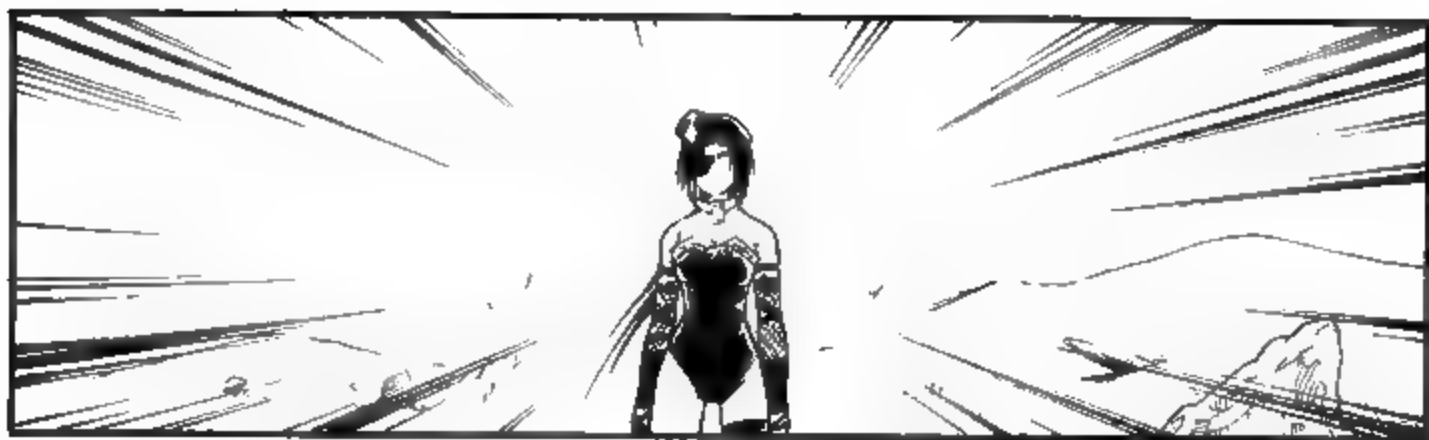
I'm  
going  
to go  
with all  
I've got  
!!!

No matter  
what kind  
of attack  
that thing  
throws at  
me,



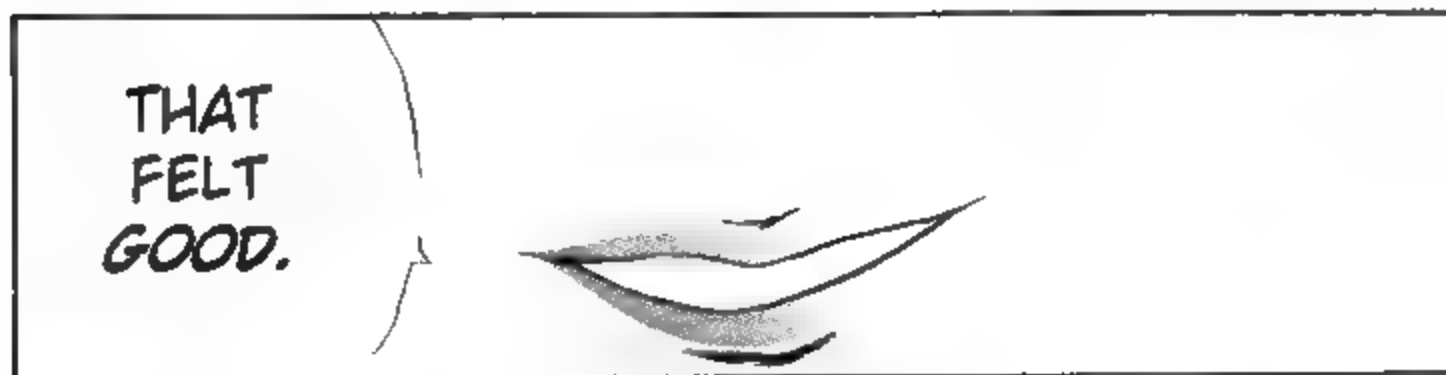
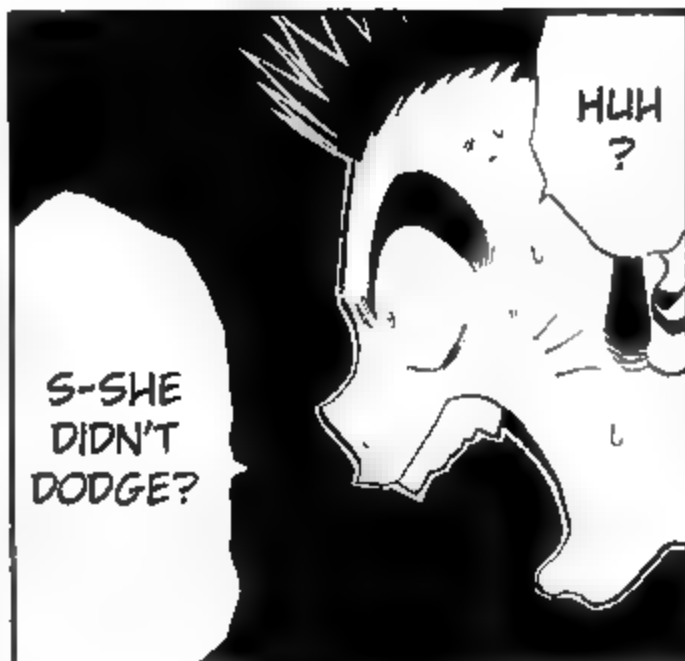
EARTH  
WAVE  
!!!

SFX: \*boom\*



SFX: \*slam\*





9





10

SFX: \*sound of rocks forming together loudly\*



SFX: \*WHAM\*



SFX: \*Kaching\*

11



A  
CHILD  
LIKE  
YOU  
...

COULDN'T  
POSSIBLY  
UNDER-  
STAND THIS  
PLEASURE  
....

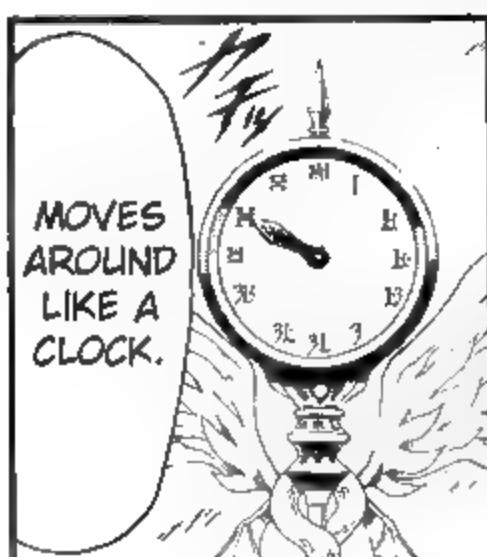
IT  
FEELS  
GOOD  
...



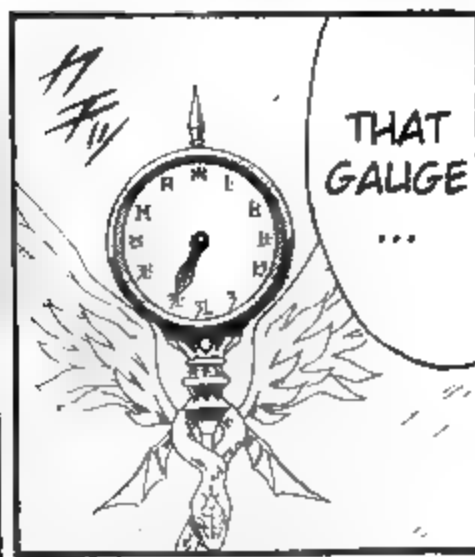


12





SFX: \*kaching\*



SFX: \*kaching\*

13



SFX: \*glow\*



AND IT  
FEEDS MY  
OPPONENT  
TO BOWELS  
OF HELL TO  
SUFFER  
...  
COME  
FORTH  
...

SFX: "kaching" \*Brrriiiiiiiiiiiing\*

THAT  
MAKES THE  
PAIN FROM  
THE COUNT-  
LESS SCARS  
ON MY BODY  
BECOME  
PLEASURE  
...

...  
COME  
FORTH

THAT  
MAKES THE  
PAIN FROM  
THE COUNT-  
LESS SCARS  
ON MY BODY  
BECOME  
PLEASURE



WRR-  
ROLO-  
RORO  
RORO  
!!!

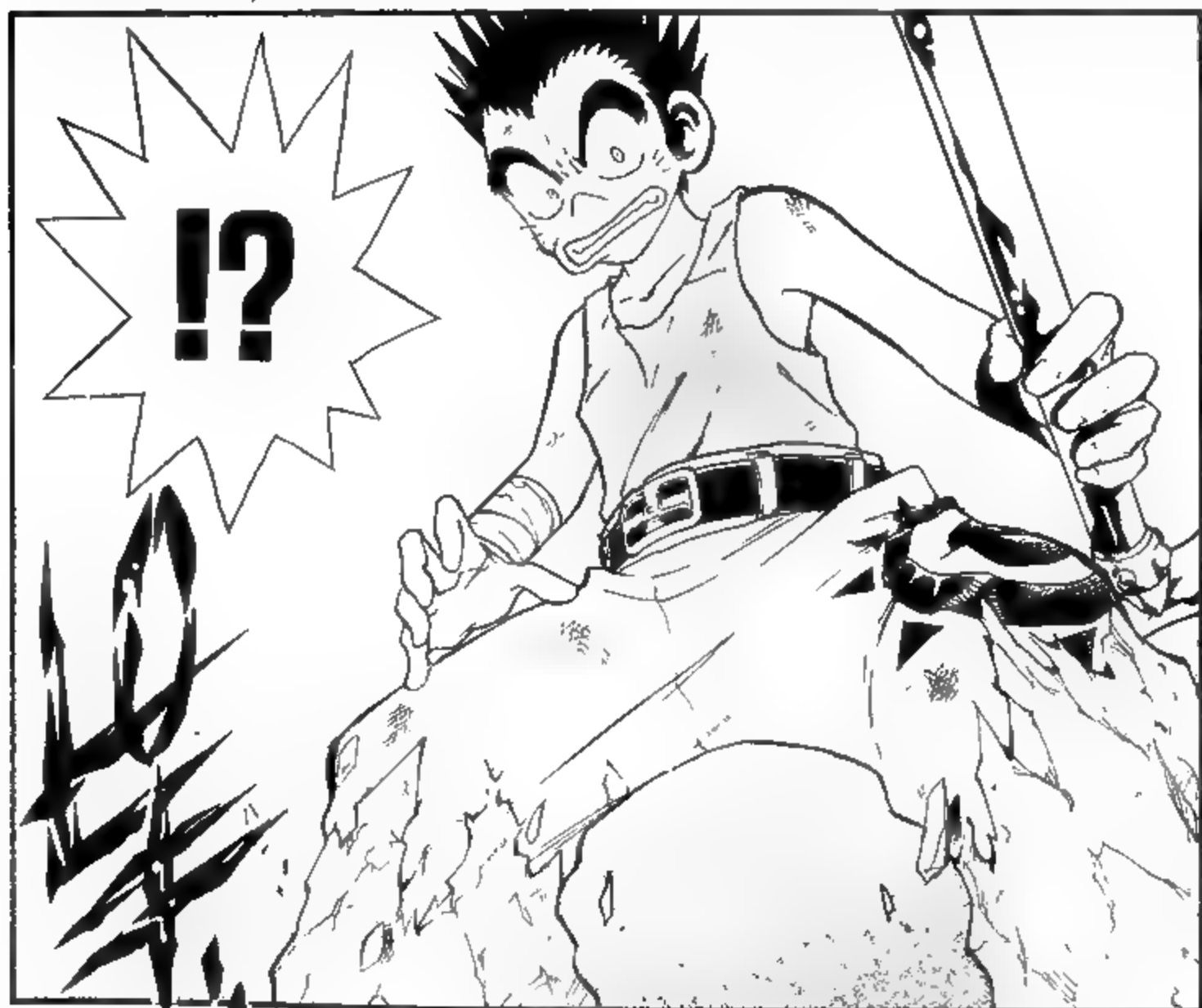
SFX: \*glow\*

SFX: \*lazer like sound\*



16

SFX: \*thump\*

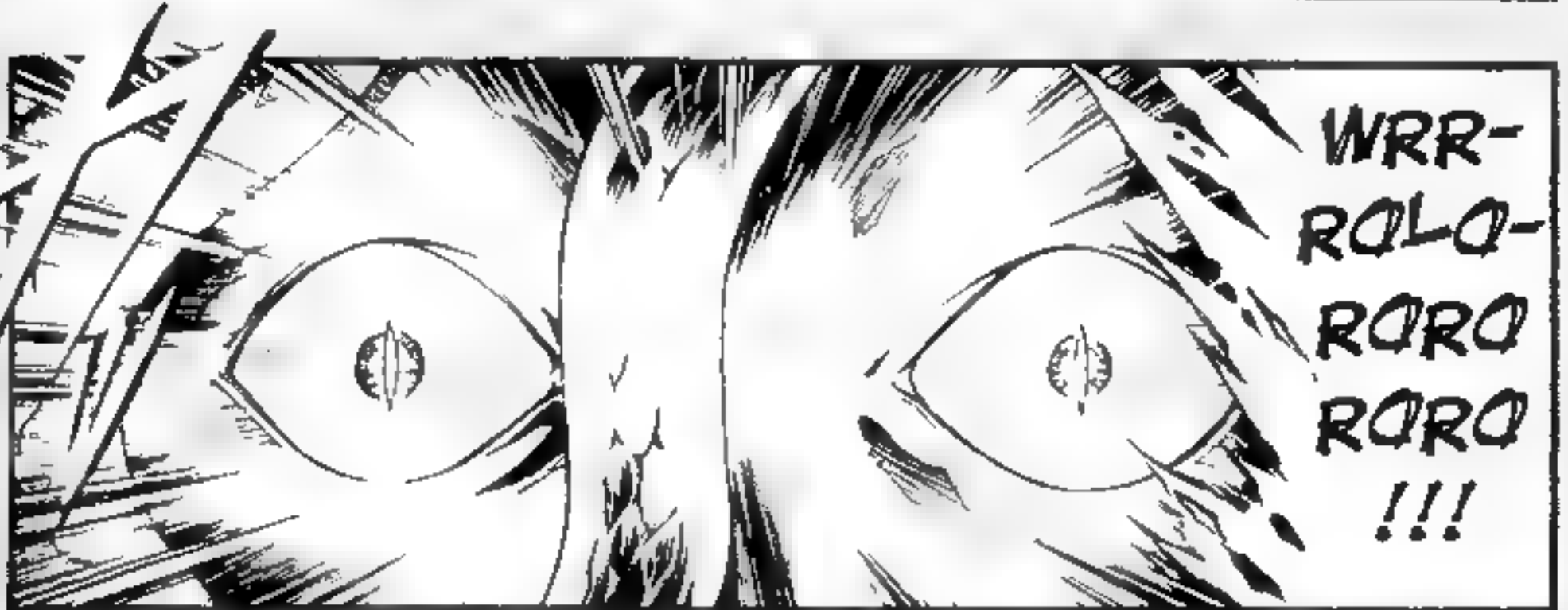
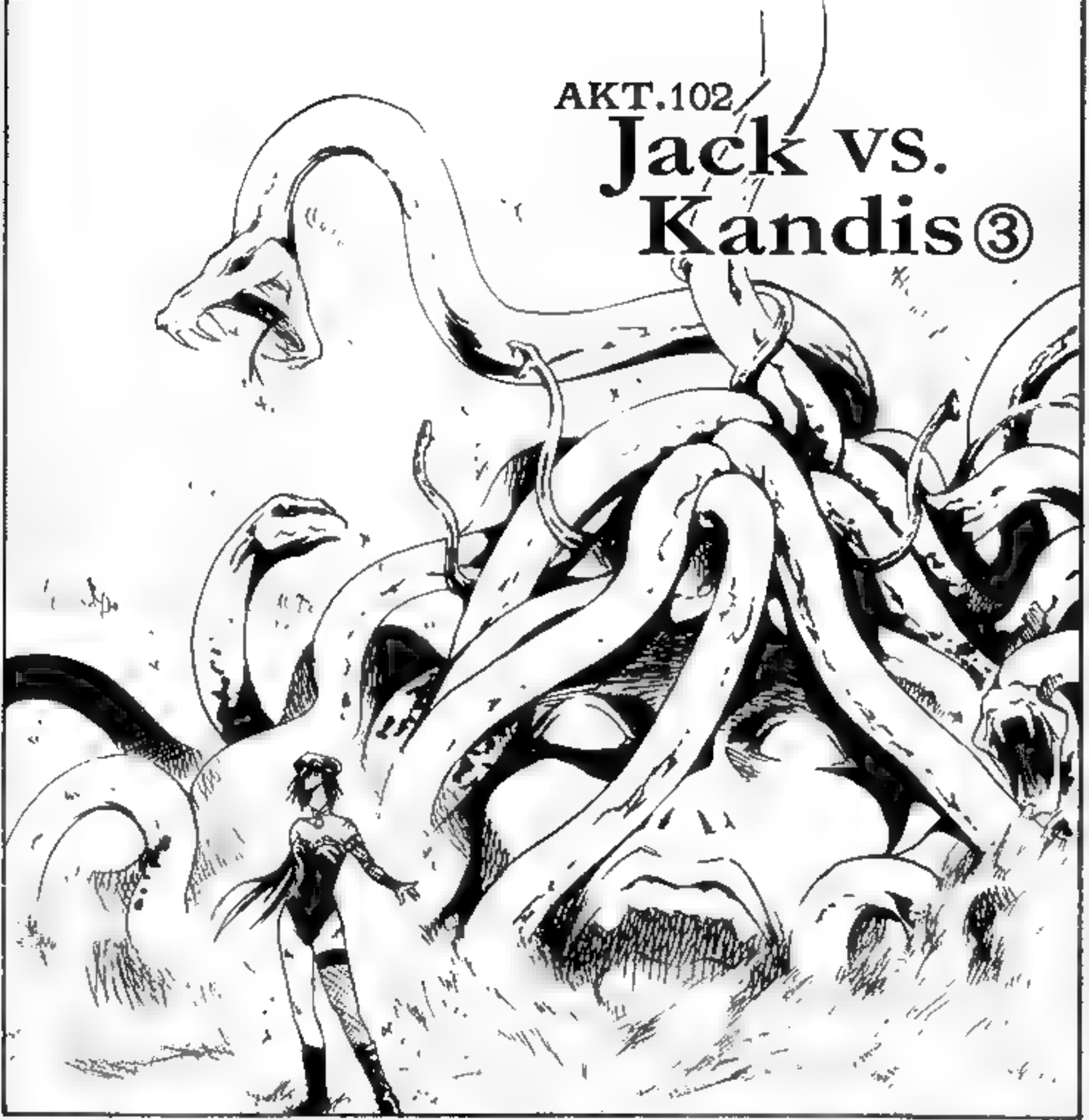


SFX: \*crackle\*



AKT.102/

# Jack vs. Kandis③

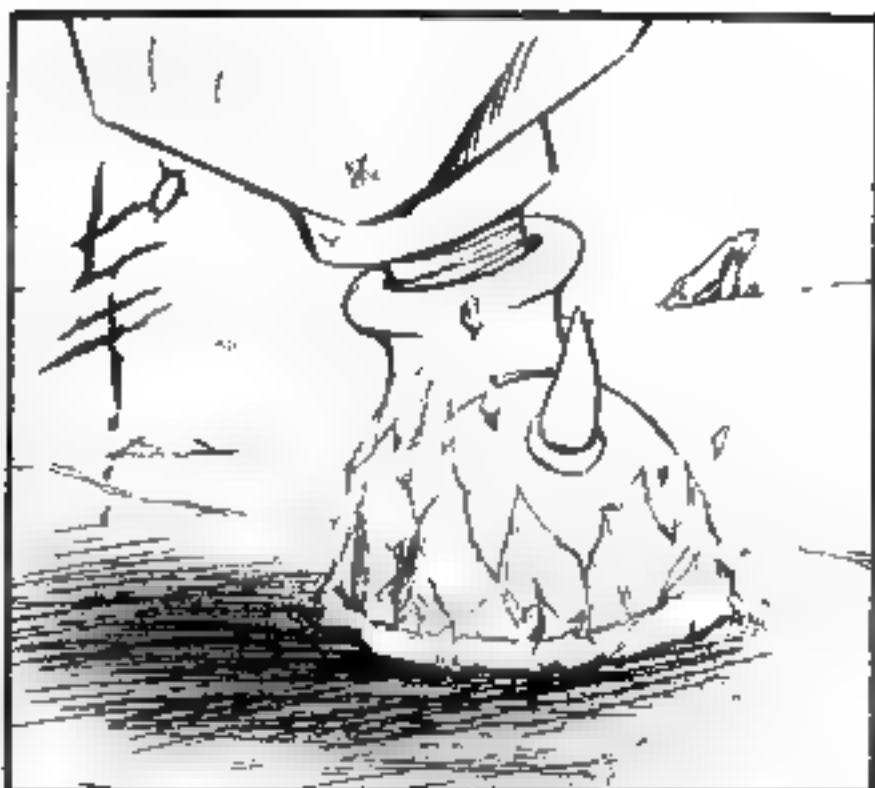


SFX: \*thump\*

SFX: \*lazer like sound\*



SFX: \*crackle\*



SFX: \*crackle\* \*crackle\* \*crackle\*



**What's  
going  
on?!**

**AKT.102**

**Jack vs.  
Kandis ③**



ANYONE  
WHO  
LOOKS  
INTO HER  
EYES  
BECOMES  
STONE!

GUAR-  
DIAN  
ARM,  
**GORGON**  
!!



JACK'S  
LEGS  
ARE  
...

...  
BECOM-  
ING  
STONE  
!!

SFX: \*voon\*

3



IT MUST BE  
AN ARM THAT  
TURNS THE  
DAMAGE YOU  
TAKE AND  
MULTIPLIES  
YOUR MAGIC  
POWER!!



WHENEVER  
I'M GOING  
TO RELEASE  
GORGON, I  
LET MY  
OPPONENT  
HIT ME HOW  
HE LIKES  
...

AND THE  
PLEASURE  
BUILDS AND  
BUILDS... MY  
OPPONENT'S  
SUFFERING  
FACE IS SO  
FUN. THEN  
THE SADIST  
SIDE COMES  
OUT.

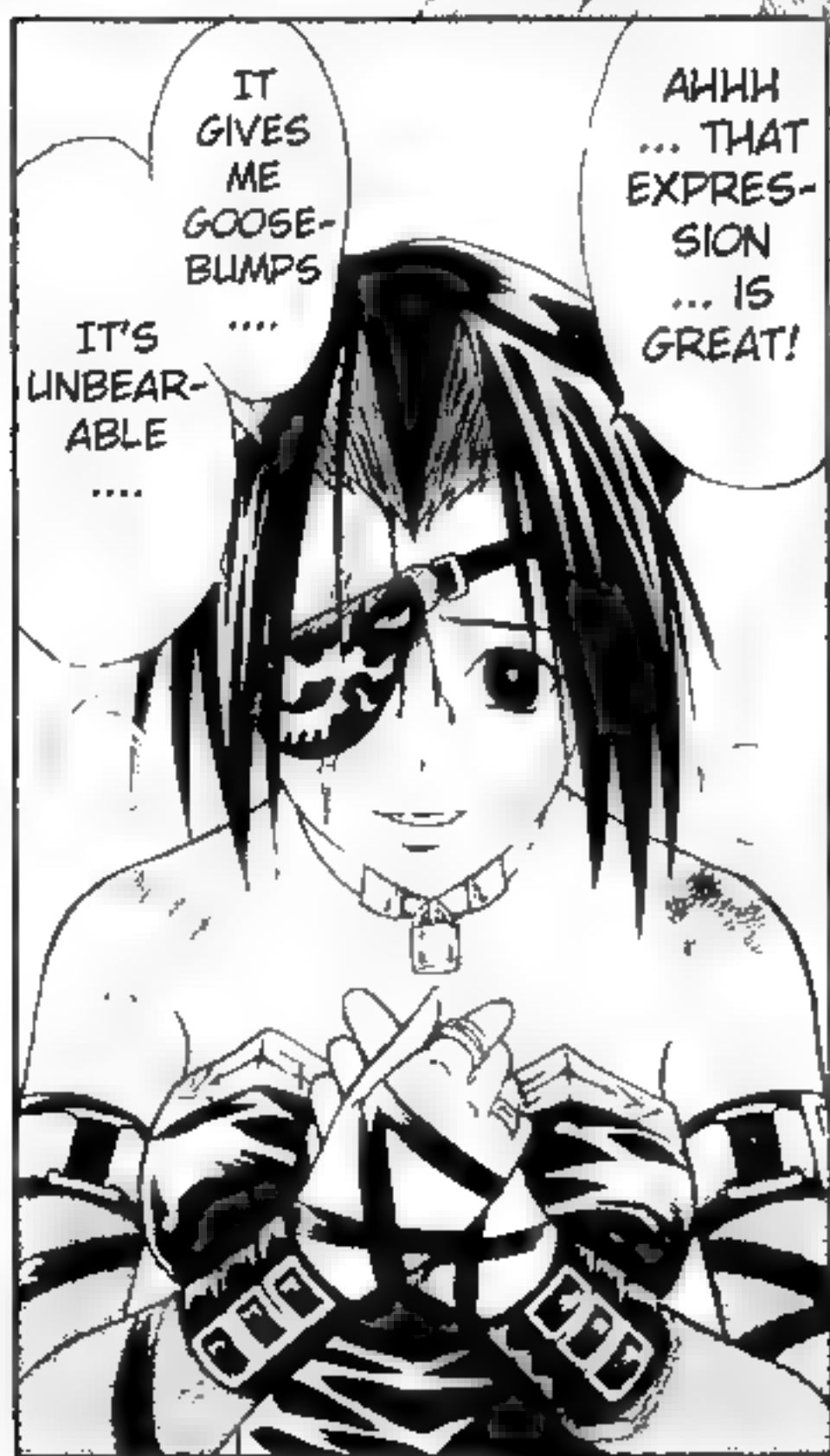
I AM A  
SADIST  
AND A  
MASO-  
CHIST.





NN  
NN  
GH  
!!

GW  
AA  
AAA  
!!



IT  
GIVES  
ME  
GOOSE-  
BUMPS

IT'S  
UNBEAR-  
ABLE

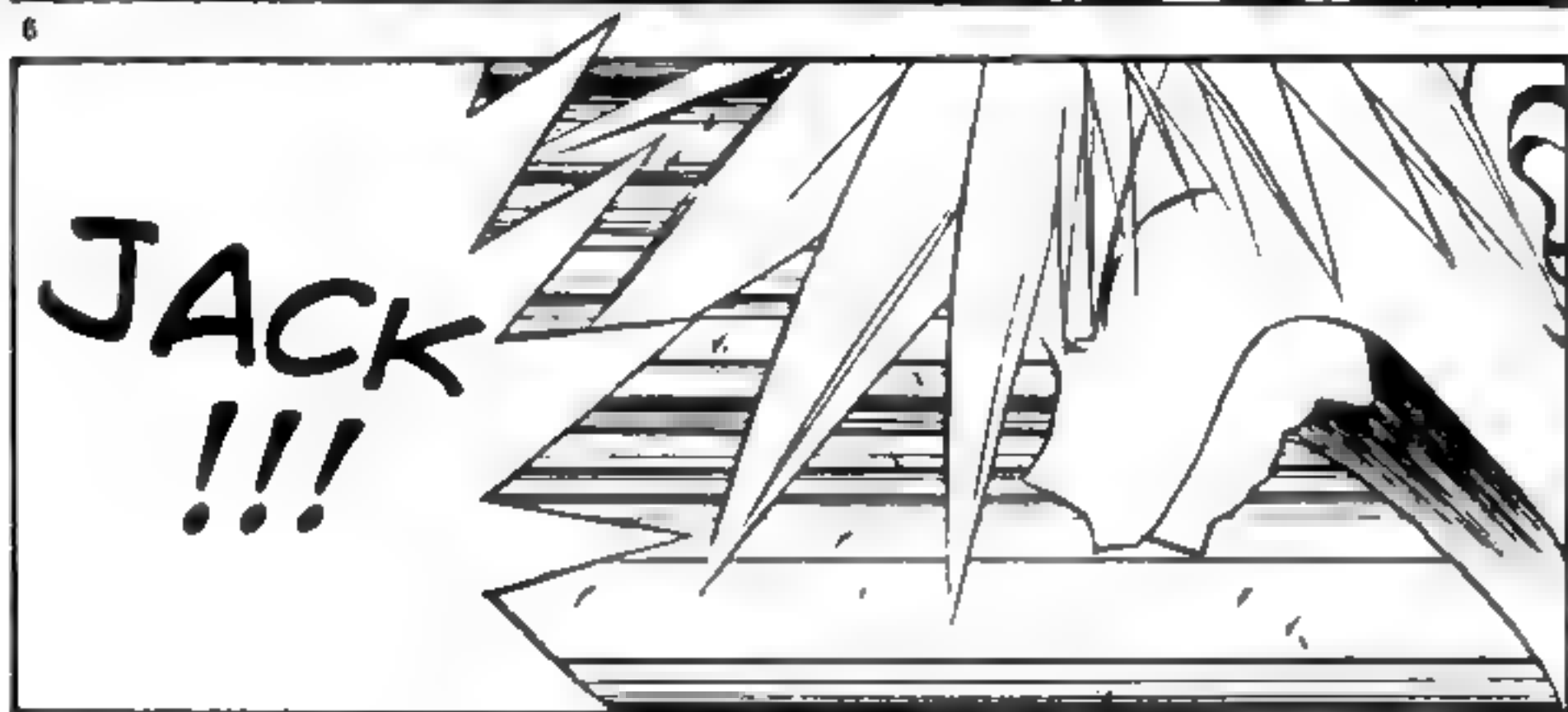
AHHH  
... THAT  
EXPRES-  
SION  
... IS  
GREAT!



GW  
aa  
aa  
aa  
aa  
aa  
aa  
!!

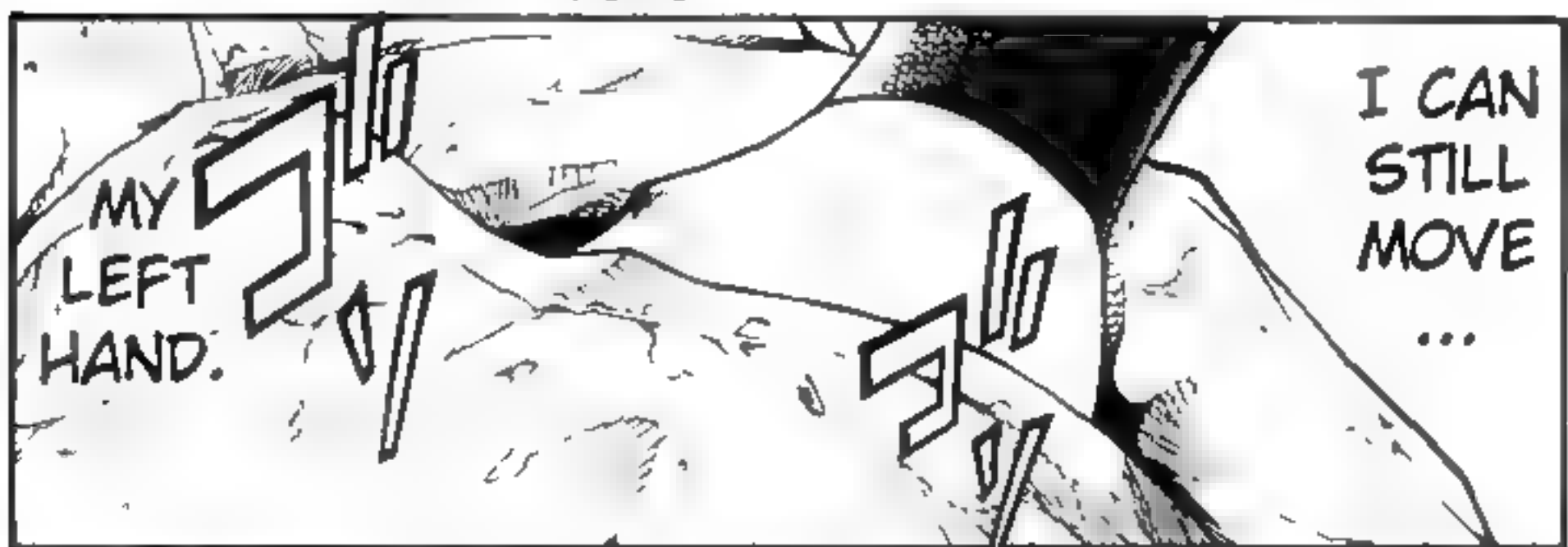








SFX: \*scoop going into the sand\* \*crackie\* \*crackle\*



SFX: \*metal clanking against stone\*





YOU'RE  
NOT A  
VERY  
CUTE KID,  
JACK!



EVEN  
THOUGH  
IT'S COME  
DOWN TO  
THIS, HE'S  
NOT LETTING  
ME SEE THAT  
EXPRESSION  
ANYMORE.



MY  
ARM  
WASN'T  
TURNED  
TO  
STONE!

THANK  
GOOD-  
NESS!



I HEARD  
A VOICE.

BUT  
...

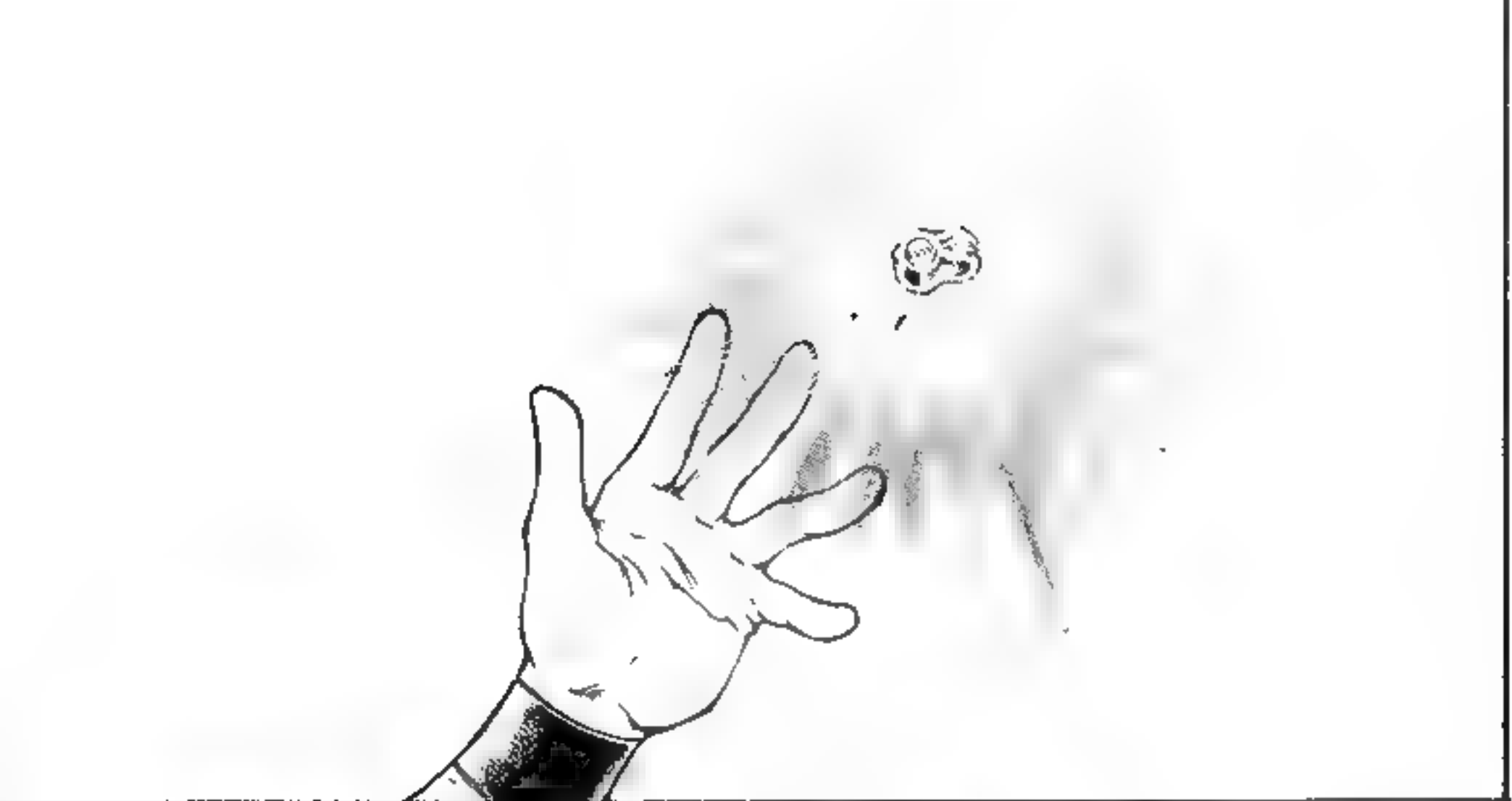
I  
THOUGHT  
I WAS  
DONE FOR.



*I can still  
hear my  
friends'  
voices!!!*

*I don't  
want to  
be apart  
from them  
yet!*







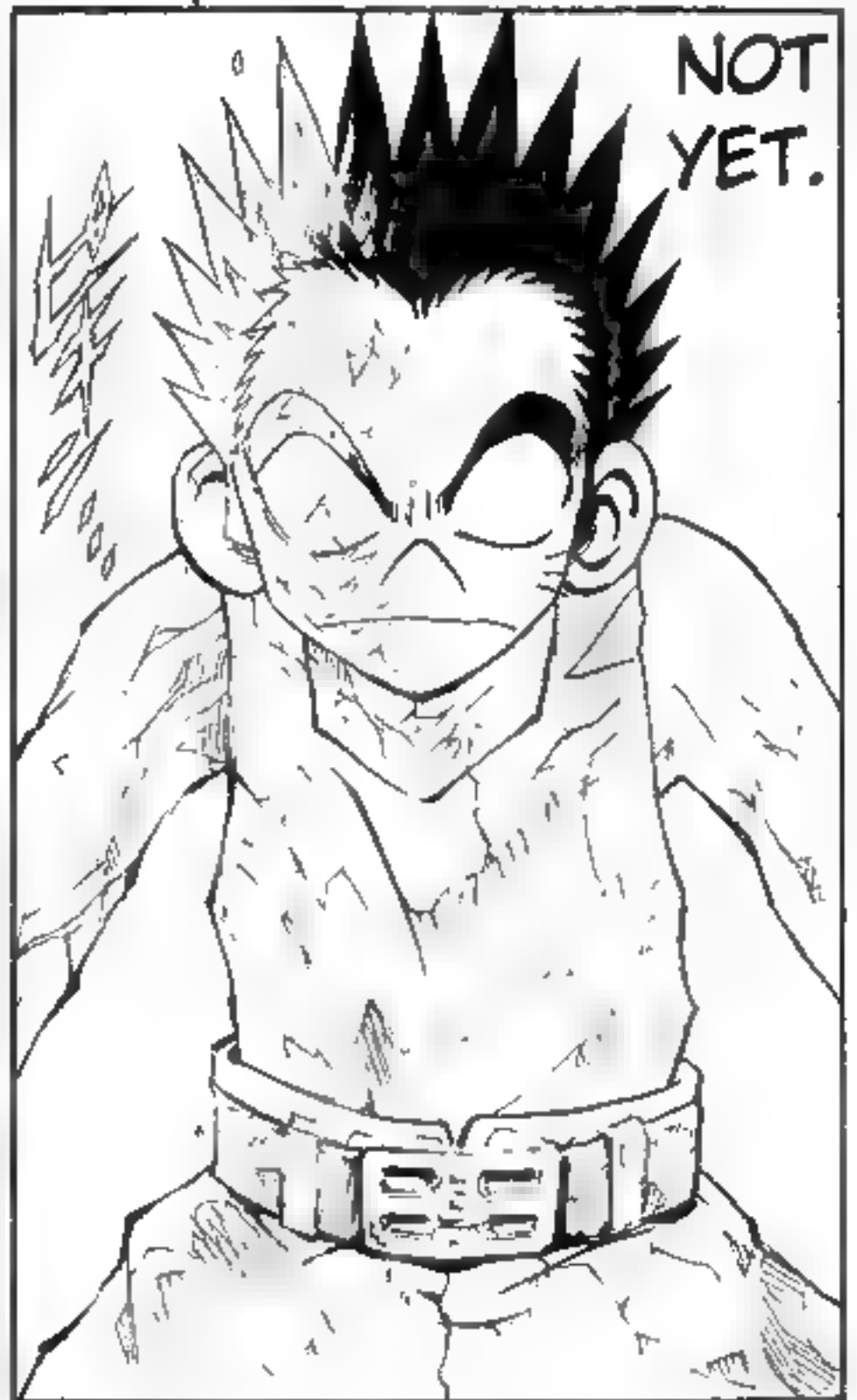
**Guardian  
ARM  
!!!**

**Mehitos  
!!!**

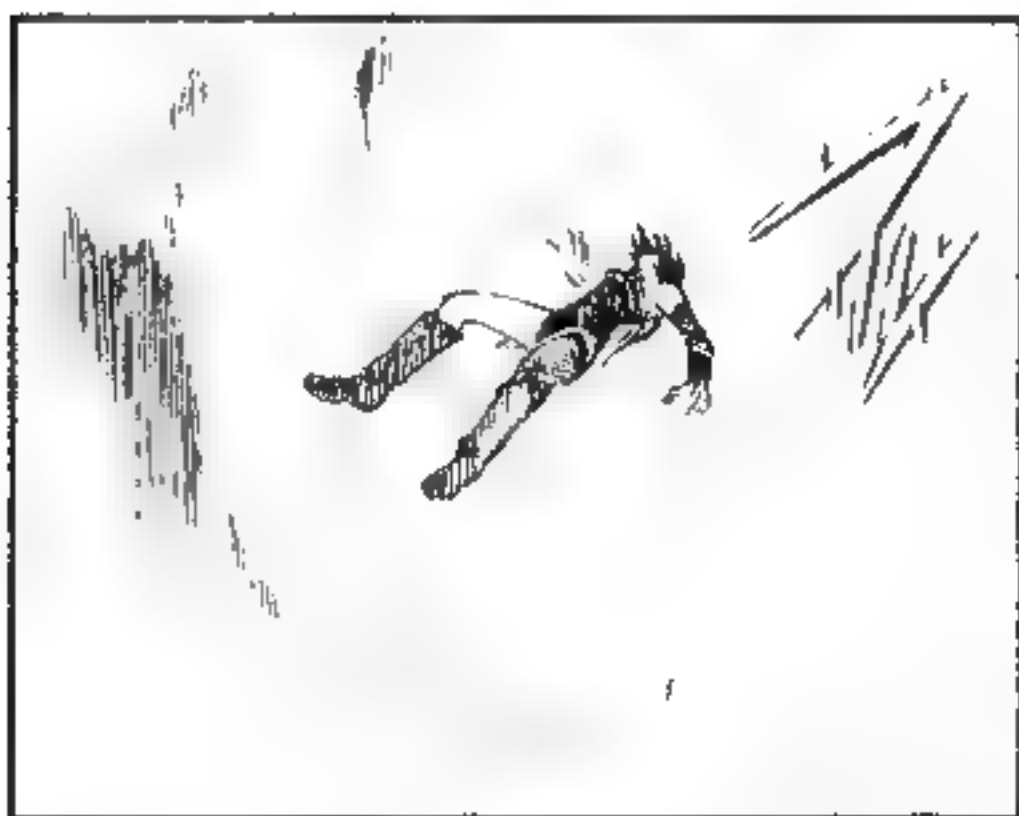


SFX: \*chomp\*

11



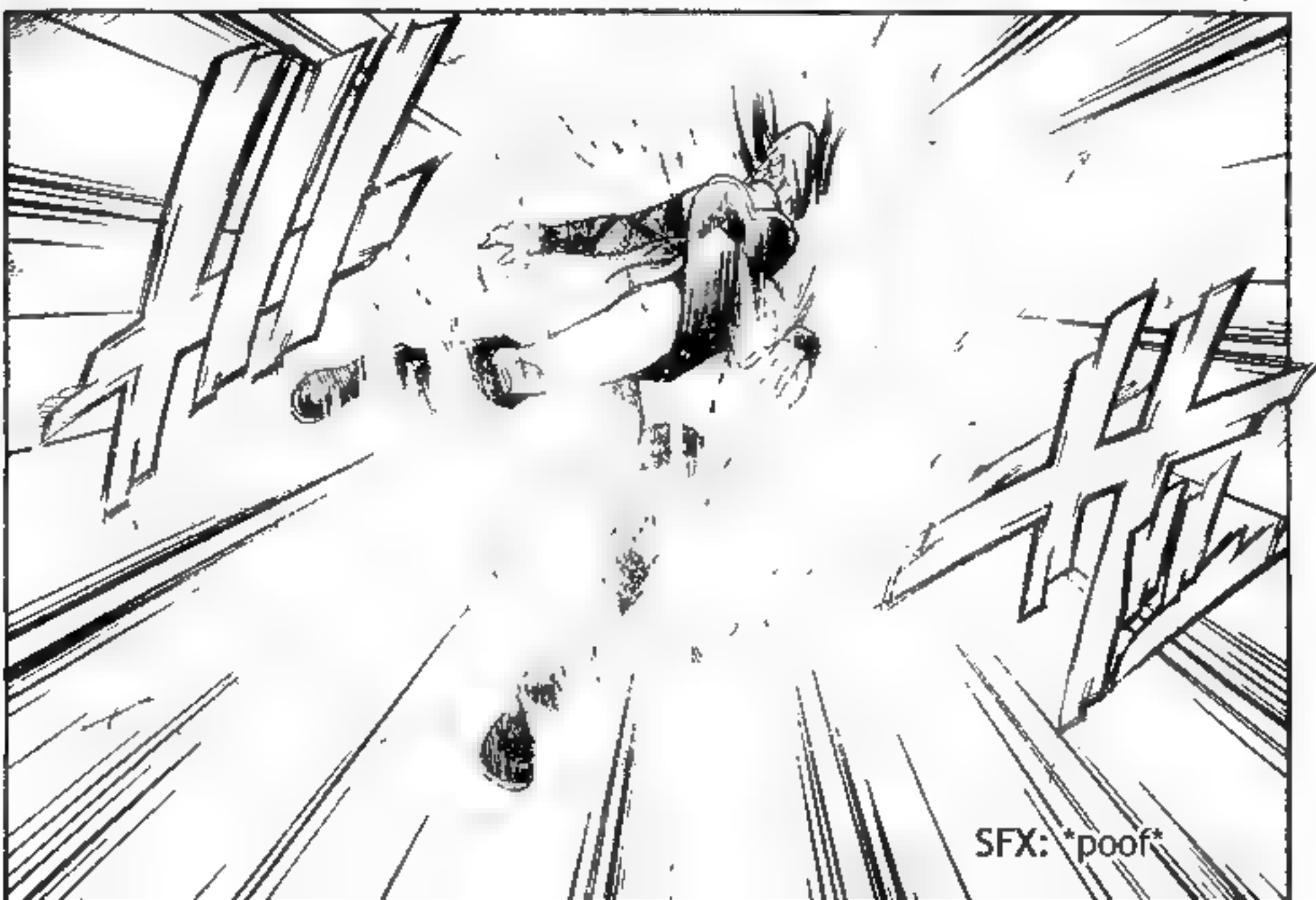




12

SFX: \*poof\*

SFX: \*snap\*



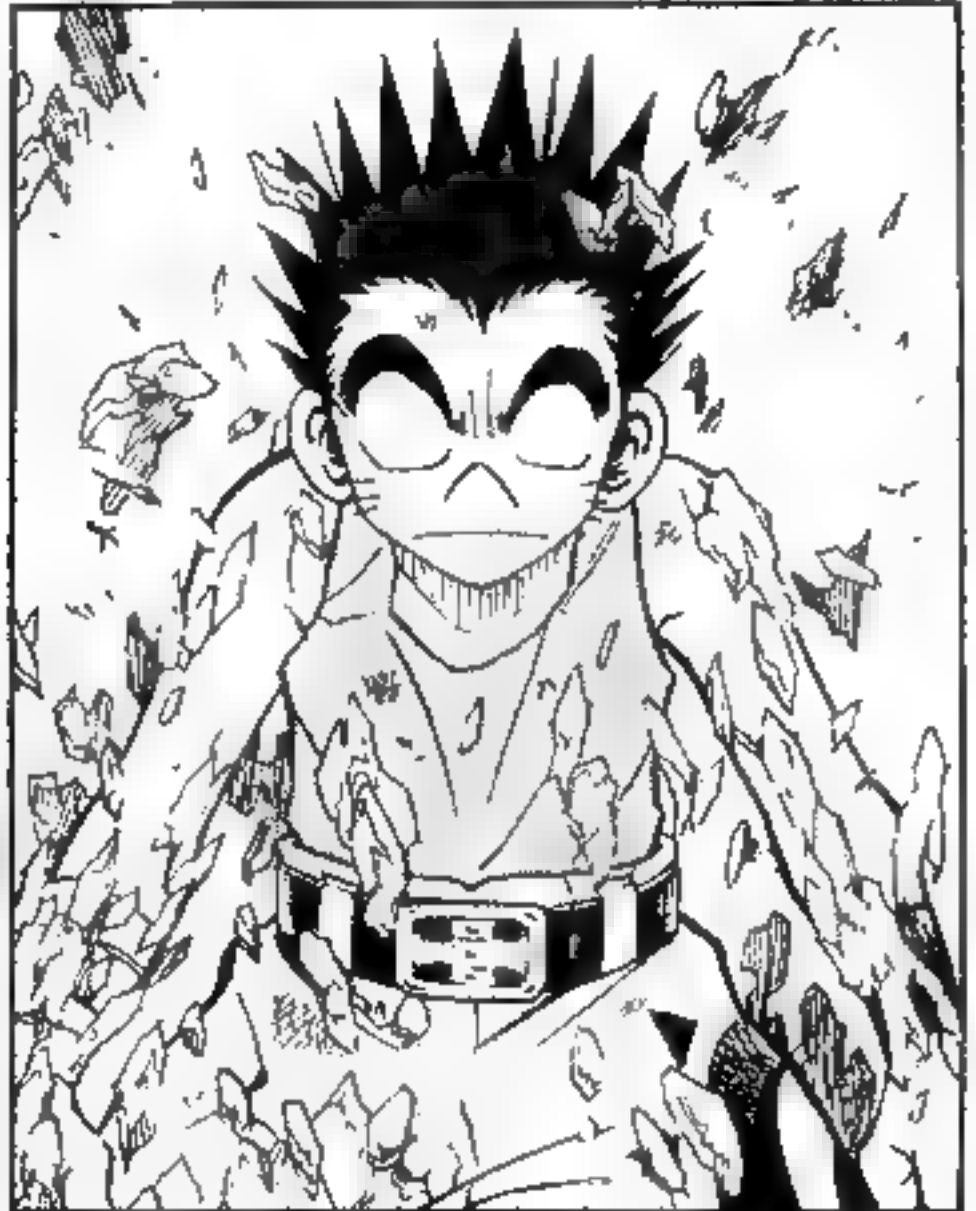
SFX: \*poof\*





I'm  
sorry  
...

Phantom  
...



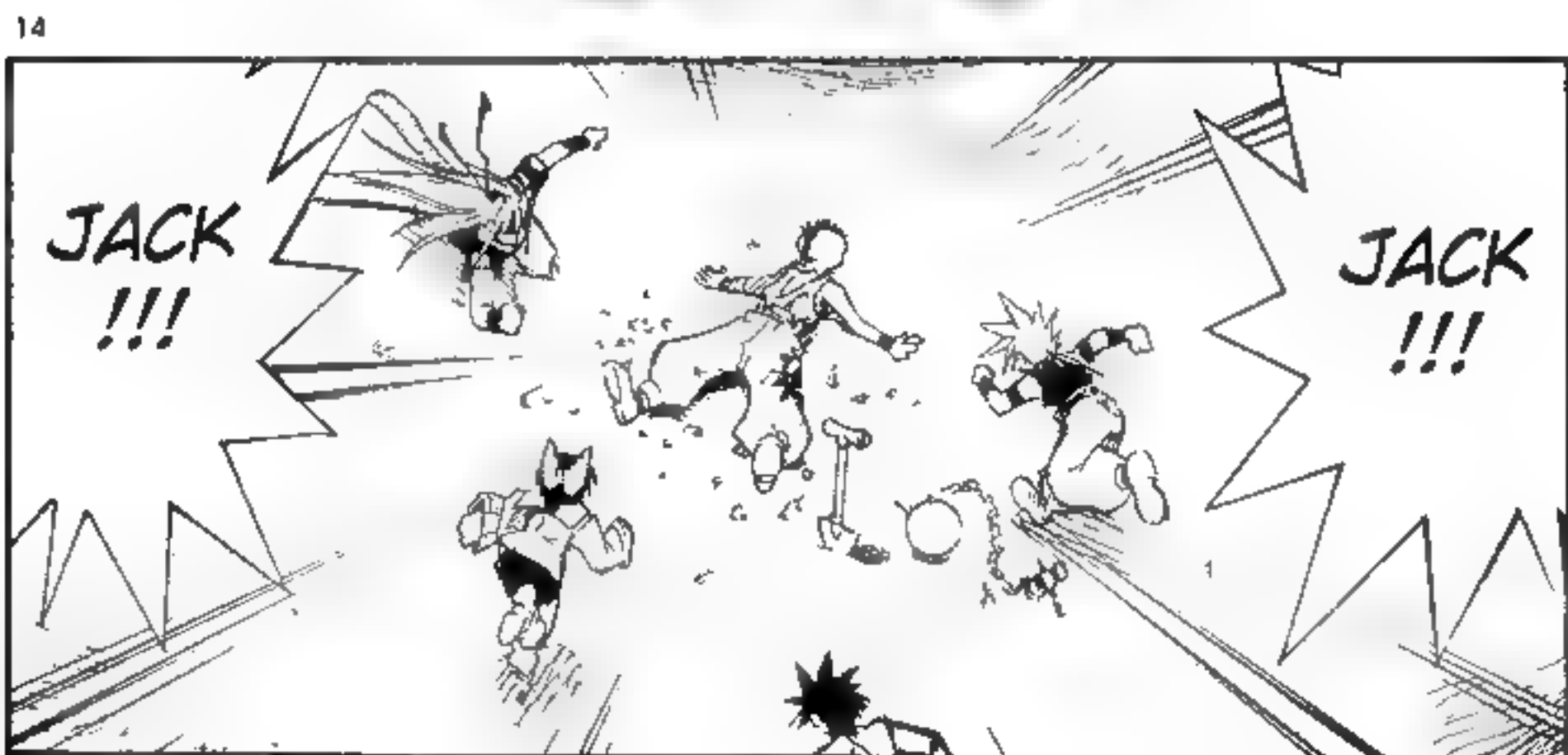


SFX: \*wind\*



**Draw  
!!!**

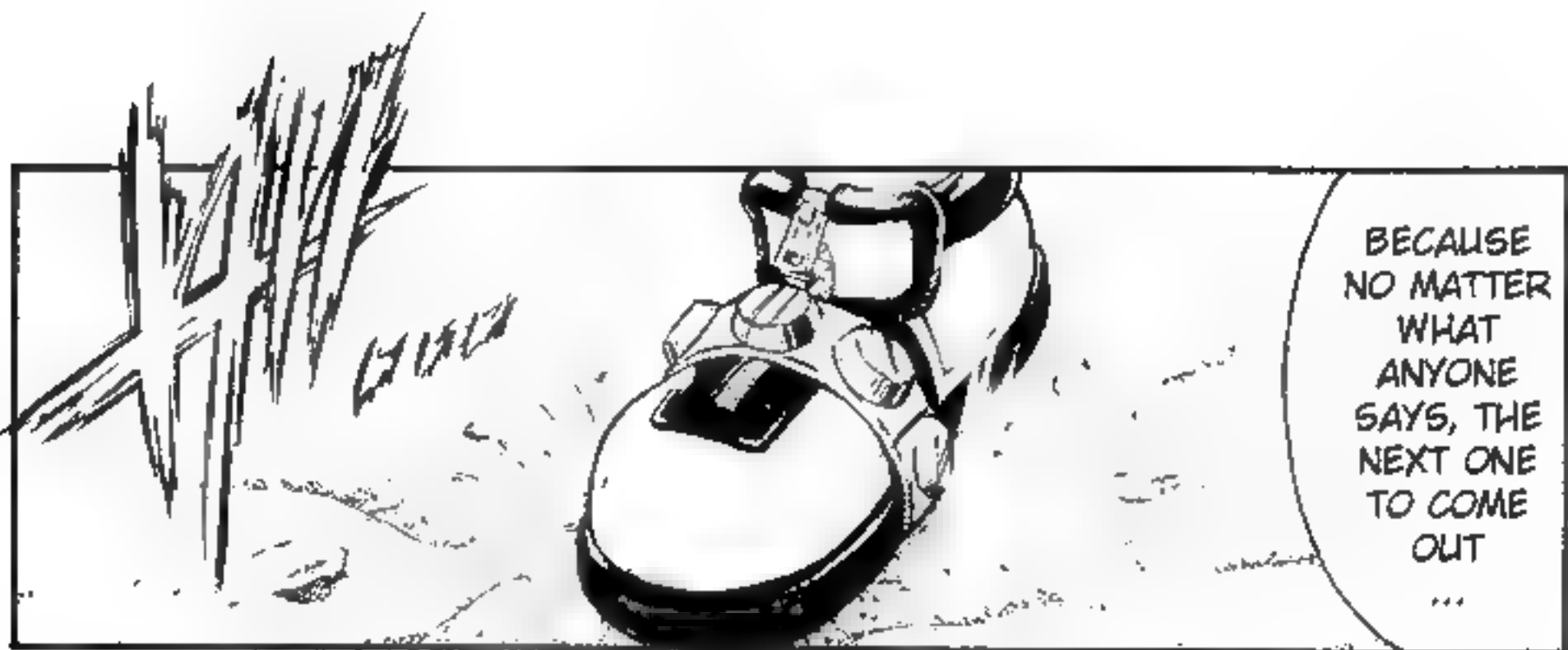
**Both  
fighters  
knocked  
out !!!**



**JACK  
!!!**

**JACK  
!!!**





BECAUSE  
NO MATTER  
WHAT  
ANYONE  
SAYS, THE  
NEXT ONE  
TO COME  
OUT  
...

16

SFX: \*glint\*



IS  
MAR'S  
CAPTAIN.



**MANGA-HEAVEN**  
PROUDLY PRESENTS YOU  
ANAK CHAPTER 100



**TRANSLATOR: SOULDRAKE**  
**EDITOR: BIGBAN**



**PROOFER: VIDAR**  
**RAW PROVIDER: SD**



COME TALK TO US OR PM!!  
**Manga-Heaven @ [DC.HIGHWAY.NET](http://DC.HIGHWAY.NET)**



AKT.103/  
**Ginta vs.**  
**Ash ①**



PHANTOM  
....  
WILL BE  
MAD,  
HUH?

....  
HOW  
PITIFUL MY  
FIGHTING  
TECHNIQUE  
HAS  
BECOME  
....



WHAT'S  
WRONG  
WITH IT?

NOT  
REALLY.

YOU GUYS  
JUST DON'T  
KNOW HOW  
TO DEAL  
WITH KIDS.

ANYWAY, I  
HAVE ONLY  
ONE THING  
TO SAY.

2

WATCH  
MY  
EXAMPLE.

AKT.103/  
**Ginta VS.  
Ash ①**

SFX: \*clothes rustling\*



YOU ARE THE CAPTAIN !!



IT'S EASY TO GET A WIN NOW, BUT ...

RIGHT NOW IT'S 2 WINS AND A DRAW.

LISTEN UP, GINTA!

3



Ah! That hurts!!

You hit me!?

You insolent oaf!!!

ポッポッポッ

SHAAAAAADA AAAAP! YOU'RE THE ONE WHO DOESN'T KNOW THAT!

SFX: \*hit hit hit\*



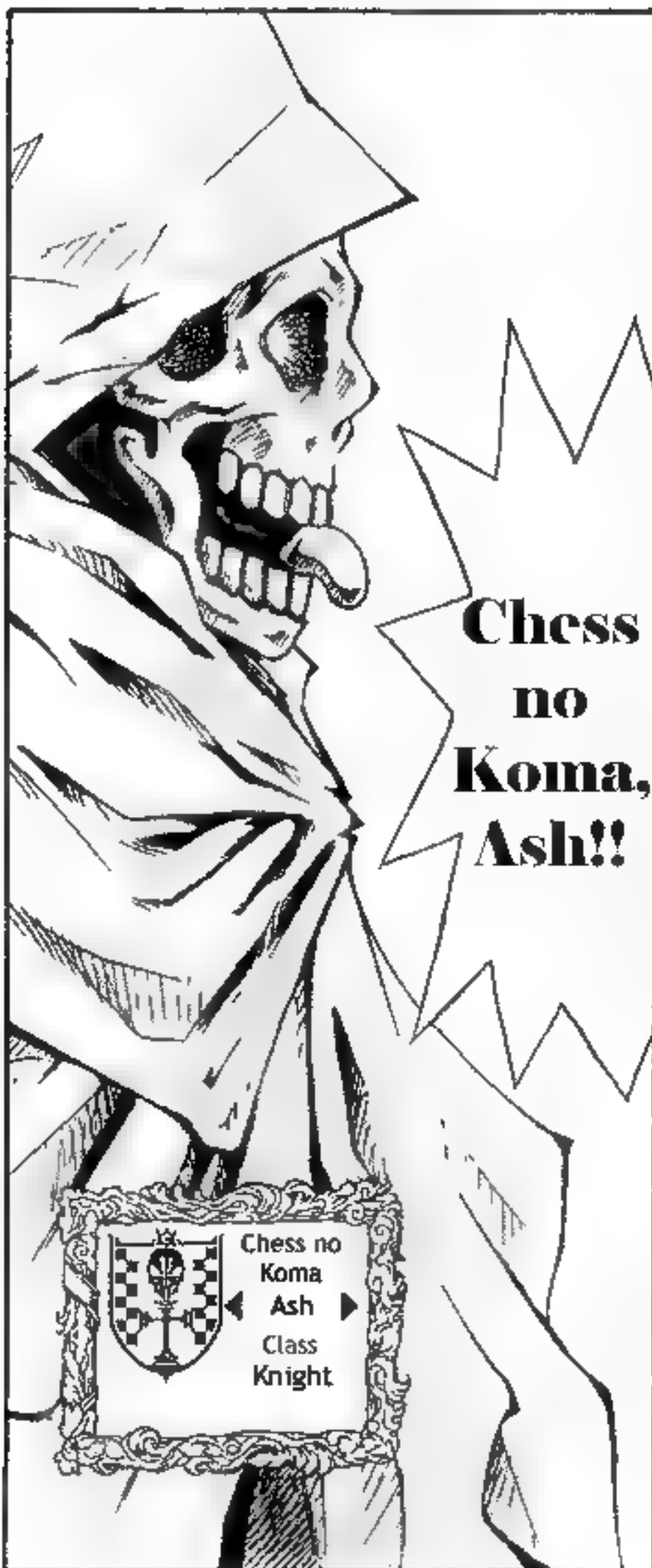
**4th  
Match  
!!!**

**5th  
Battle,**



**MÄR  
Captain,  
Ginta!!**

**Chess  
no  
Koma,  
Ash!!**





SFX: \*wooooooosh\*



**Begin**

**the  
match**

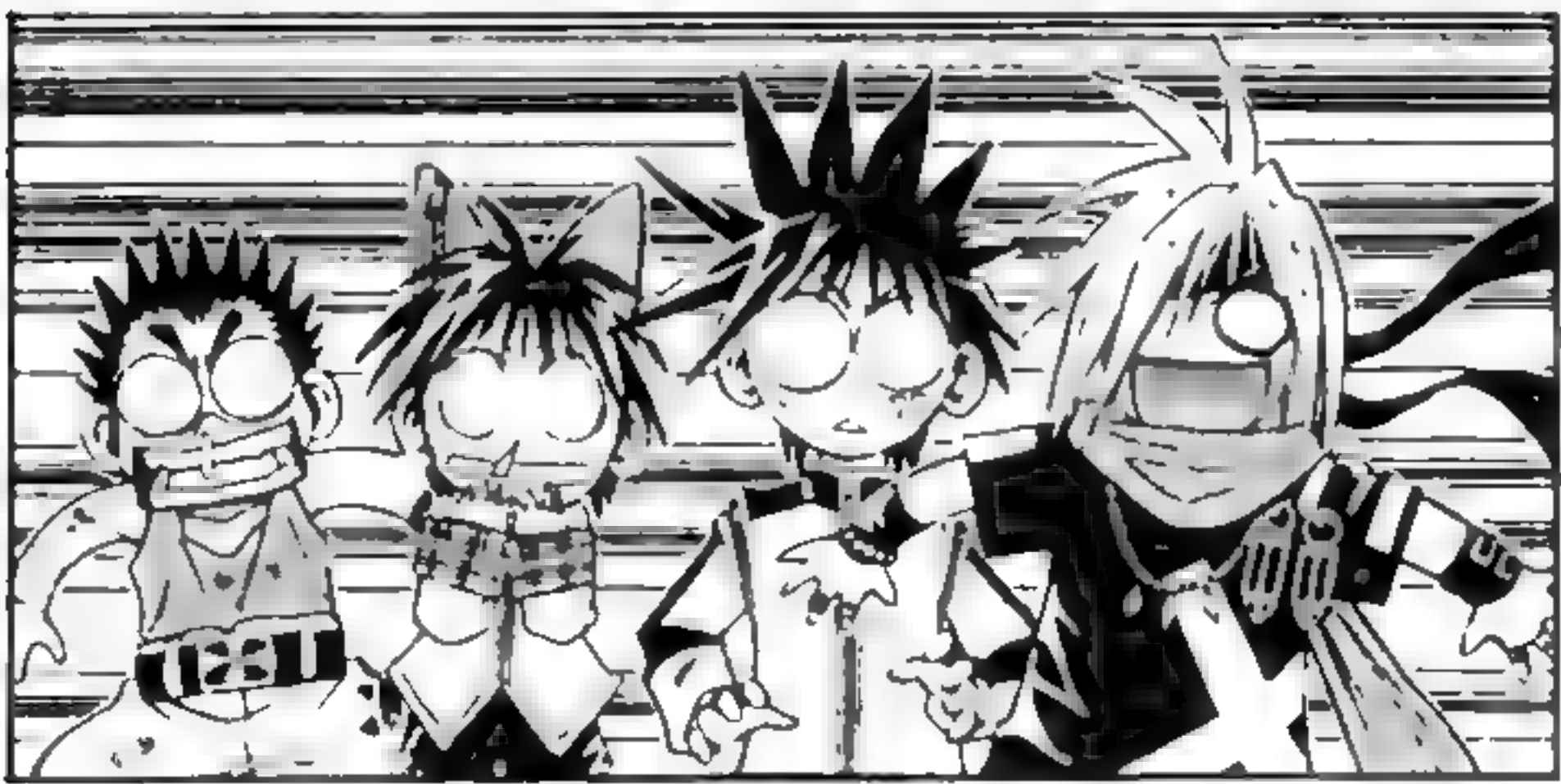
!!!

5



BABBO,  
VER-  
SION  
...

ALL  
RIGHT!  
LET'S  
DO IT!!





HERE I  
COOOOO  
OOOOME  
!!

SFX: \*lunge\*

7



SFX: \*pop\*



SFX: \*grab\*



**Aa  
aa  
aa  
ah  
!!**

**Woooooah!  
Don't leave  
me behind,  
Ginta!**

SFX: \*running\*





SFX: \*Wham\*



SFX: Good boy. Good boy.



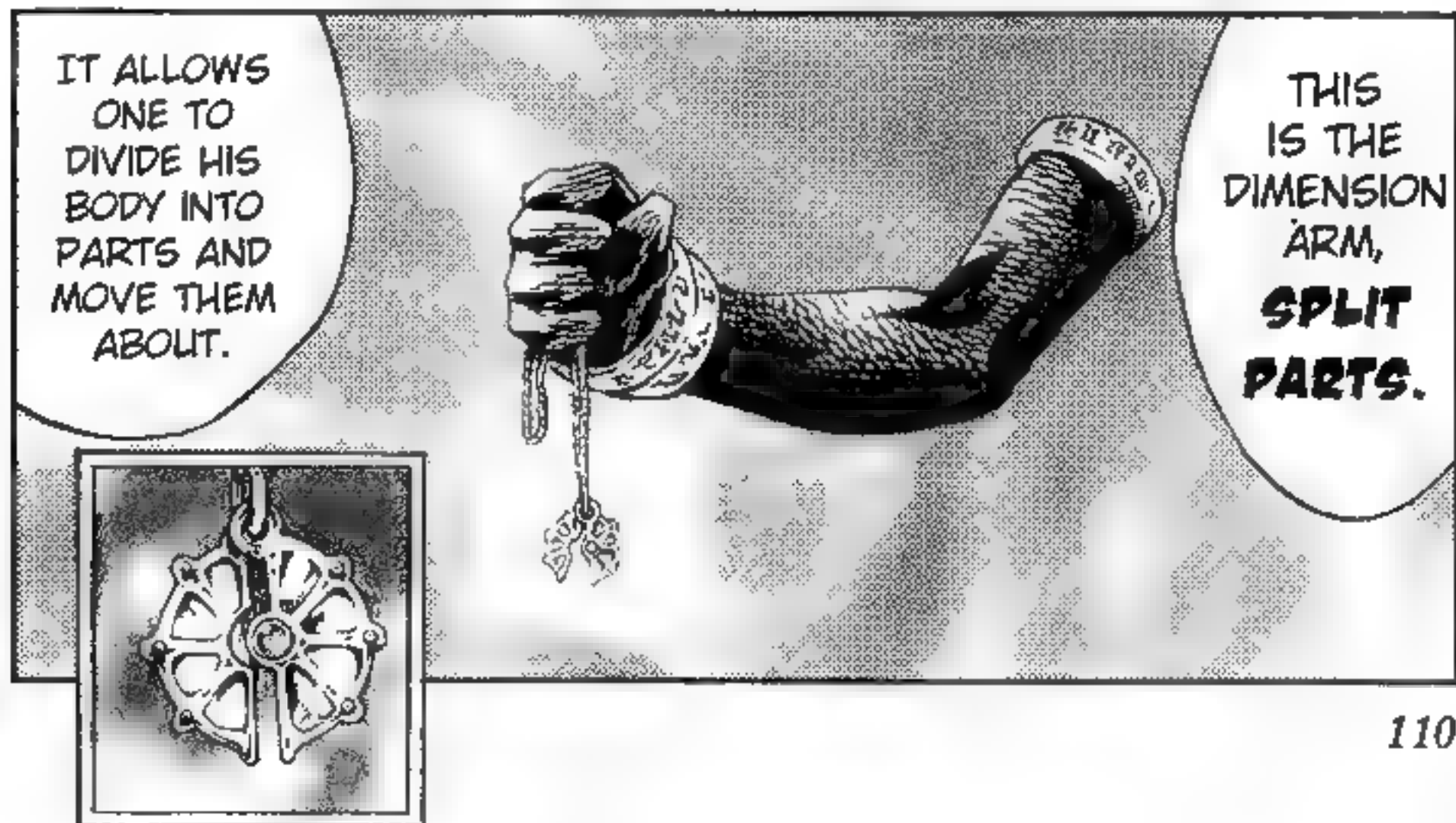
WHAT  
THE  
HECK'S  
WITH  
HIM  
?!!

WH,

WH,

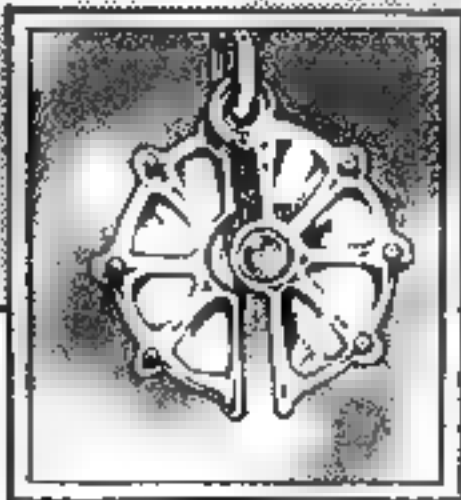
WH,

8



IT ALLOWS  
ONE TO  
DIVIDE HIS  
BODY INTO  
PARTS AND  
MOVE THEM  
ABOUT.

THIS  
IS THE  
DIMENSION  
ARM,  
**SPLIT  
PARTS.**





TH-

THAT  
BASTARD

...

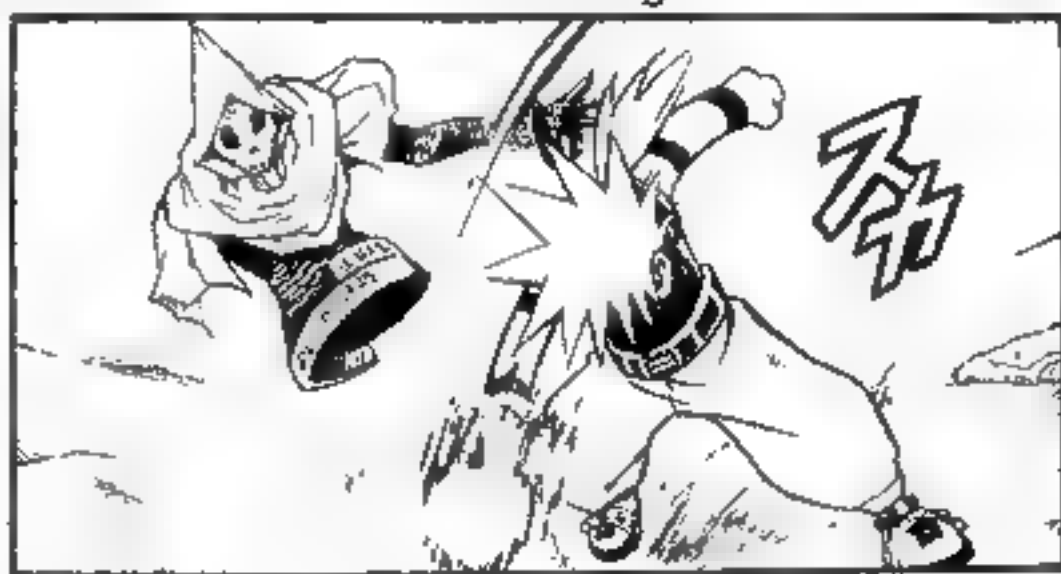


LIKE  
THIS!

SFX: \*lunge\*



SFX: \*miss\* \*miss\* \*miss\* \*miss\*



SFX: \*miss\* 9



huff  
huff

huff  
huff



SFX: \*miss\*

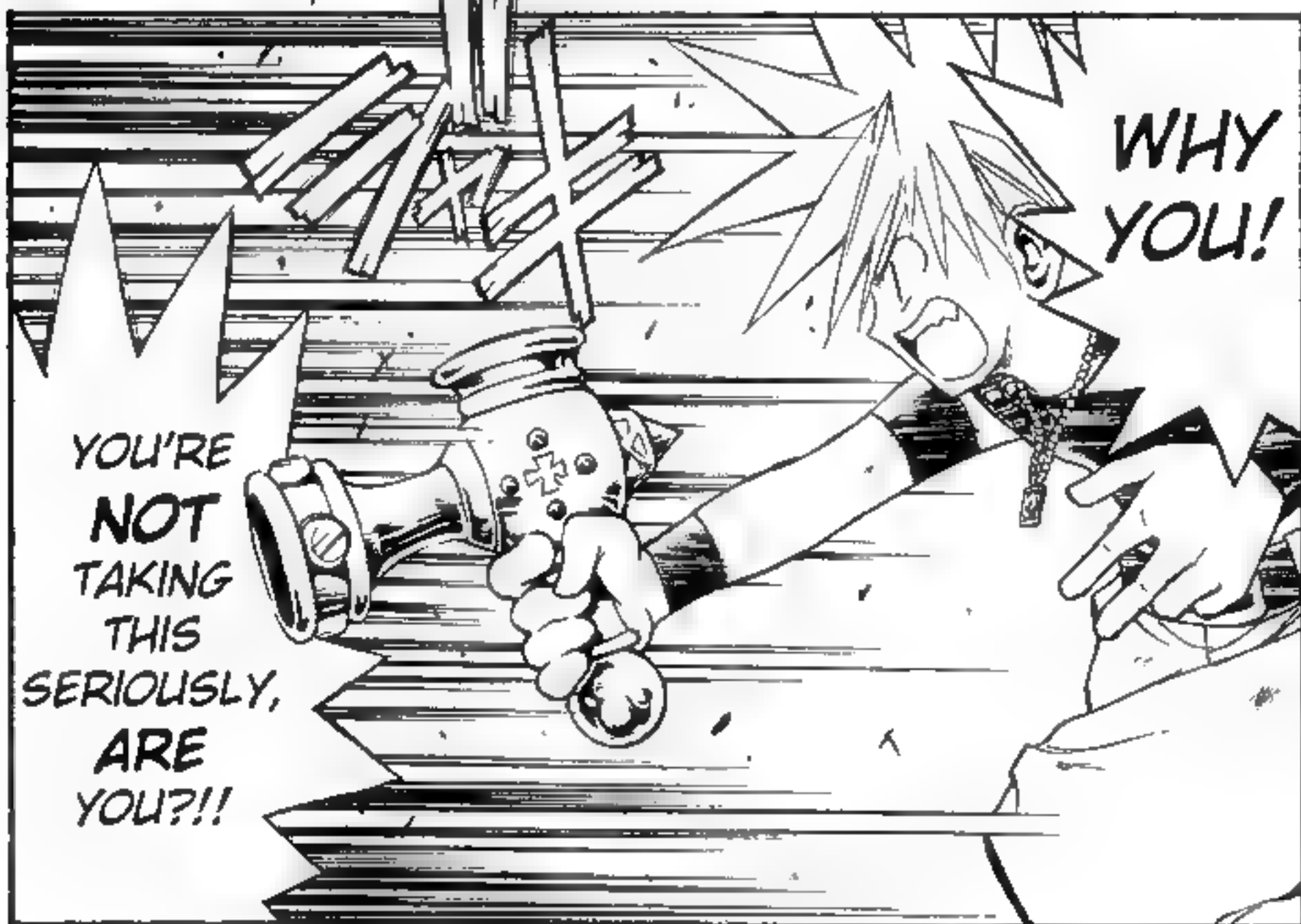


COM-  
BIIINE!



10

SFX: \*clasp\*



WHY  
YOU!

YOU'RE  
NOT  
TAKING  
THIS  
SERIOUSLY,  
ARE  
YOU?!!

SFX: \*Shaching\*





SFX: \*splurt splurt\*

11



SFX: \*growing sound\*





SFX: \*Suck\* \*Suck\*



12



SFX: \*BAM\*



13

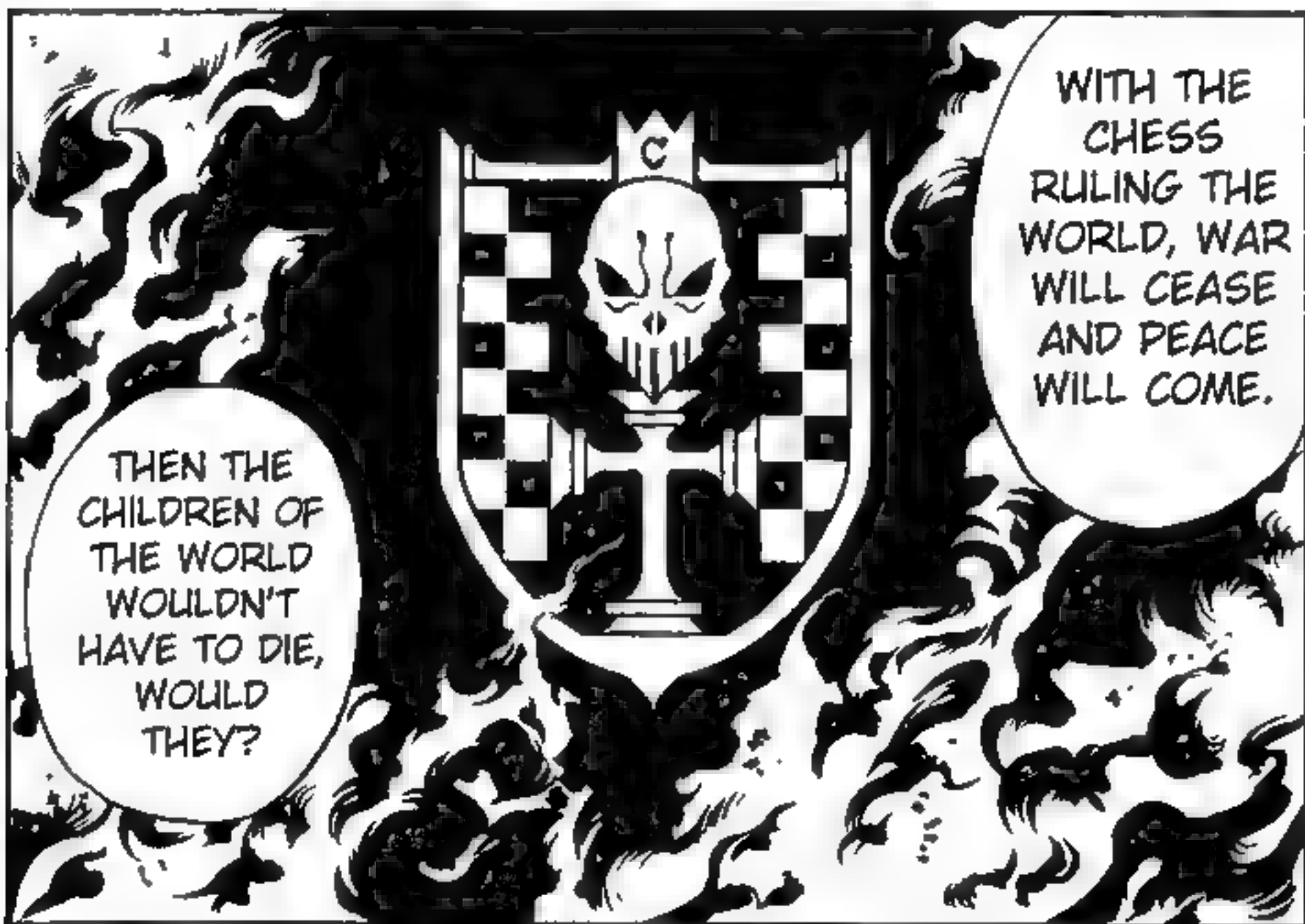




IF I  
WASN'T  
WITH THE  
CHESS, MY  
CHILDREN  
WOULD BE  
IN DANGER.

BECAUSE  
THE CHESS  
ARE  
STRONG.

14



THEN THE  
CHILDREN OF  
THE WORLD  
WOULDN'T  
HAVE TO DIE,  
WOULD  
THEY?

WITH THE  
CHESS  
RULING THE  
WORLD, WAR  
WILL CEASE  
AND PEACE  
WILL COME.



ONLY IF THE  
CHESS ARE  
DESTROYED  
WILL CHILD-  
REN BE  
ABLE TO  
LIVE IN  
PEACE.  
!!

YOU'RE  
WRONG  
!!!

HAVEN'T  
YOU  
NOTICED  
THAT THE  
CHESS  
HAVE BEEN  
KILLING  
CHILDREN  
TOO?!

15



THROUGH  
THIS  
WAR,

WE WILL  
BRING  
PEACE.

YOU'RE  
STILL A  
CHILD,  
SO YOU  
DON'T  
UNDER-  
STAND.

NO  
ONE CAN  
DEFEAT  
PHANTOM.



YES.

EVERY-  
THING  
THIS  
MAN  
SAID IS  
WRONG.





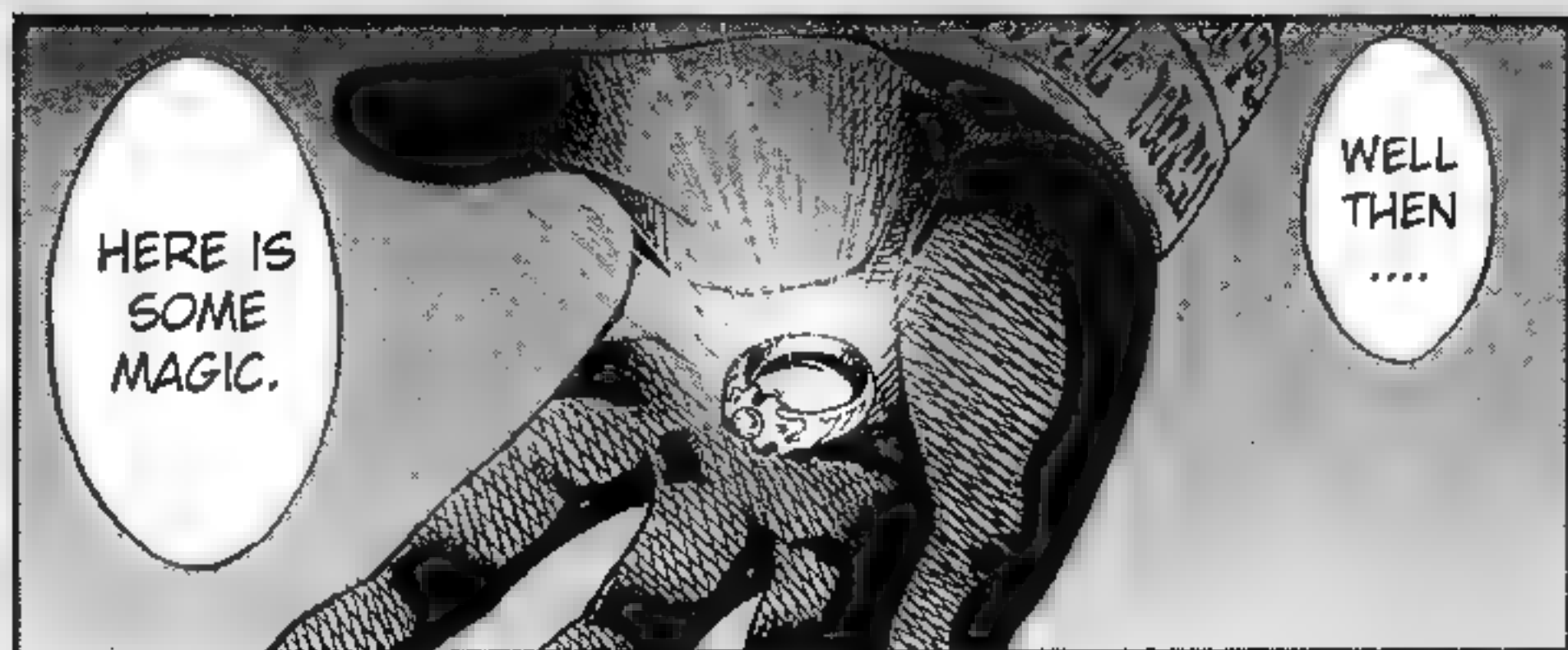
THE CHESS  
NO KOMA  
WILL MAKE  
MÄR-  
HEAVEN  
PEACEFUL.

16

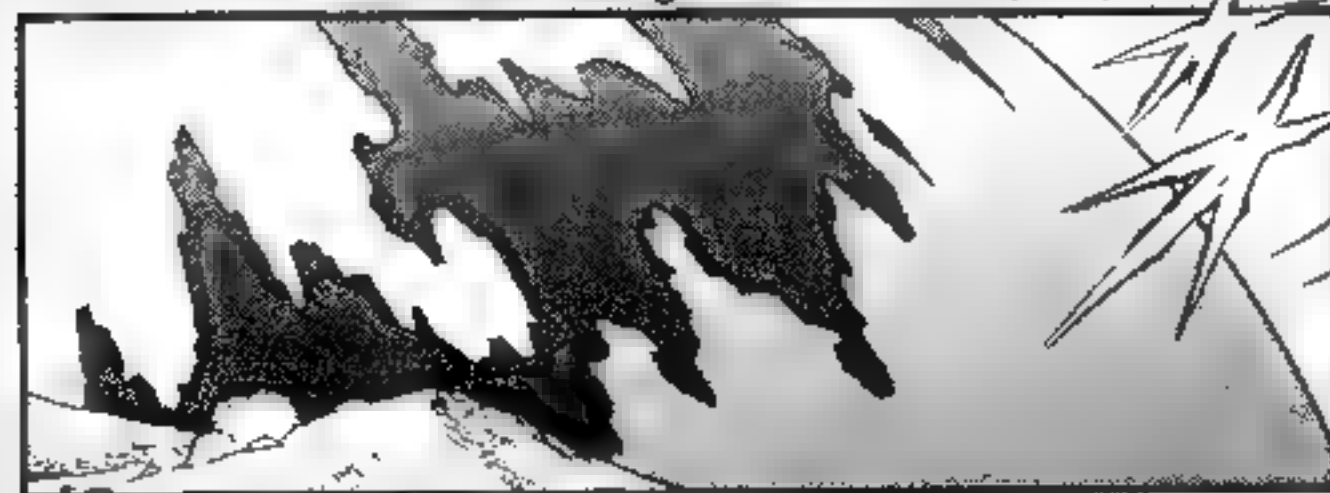


HERE  
IS  
SOME  
MAGIC.

WELL  
THEN  
....



SFX: \*groooooooooow\*



AKT.104/ **Ginta vs. Ash ②**

# AKT.104/ Ginta vs. Ash ②



SFX: "Voon"

WHERE  
...

IS  
THIS  
?!

THE  
DIMEN-  
SION ARM  
PSYCHO-  
SPHERE  
...

WHAT'S  
THIS  
?!

IF HE  
CAN  
USE  
THIS,  
THEN  
GINTA  
...

TO  
THEM/  
INSIDE  
!!

WE  
CAN'T  
SEE  
WHAT'S  
HAPPENING





SFX: Stagger







I WILL  
USE YET  
ANOTHER  
ÄRM!



AND  
HERE  
...

SFX: \*glow\*



SFX: \*split\*

5



TOUCH.



123 SFX: \*touch\*

SFX: \*woosh\*

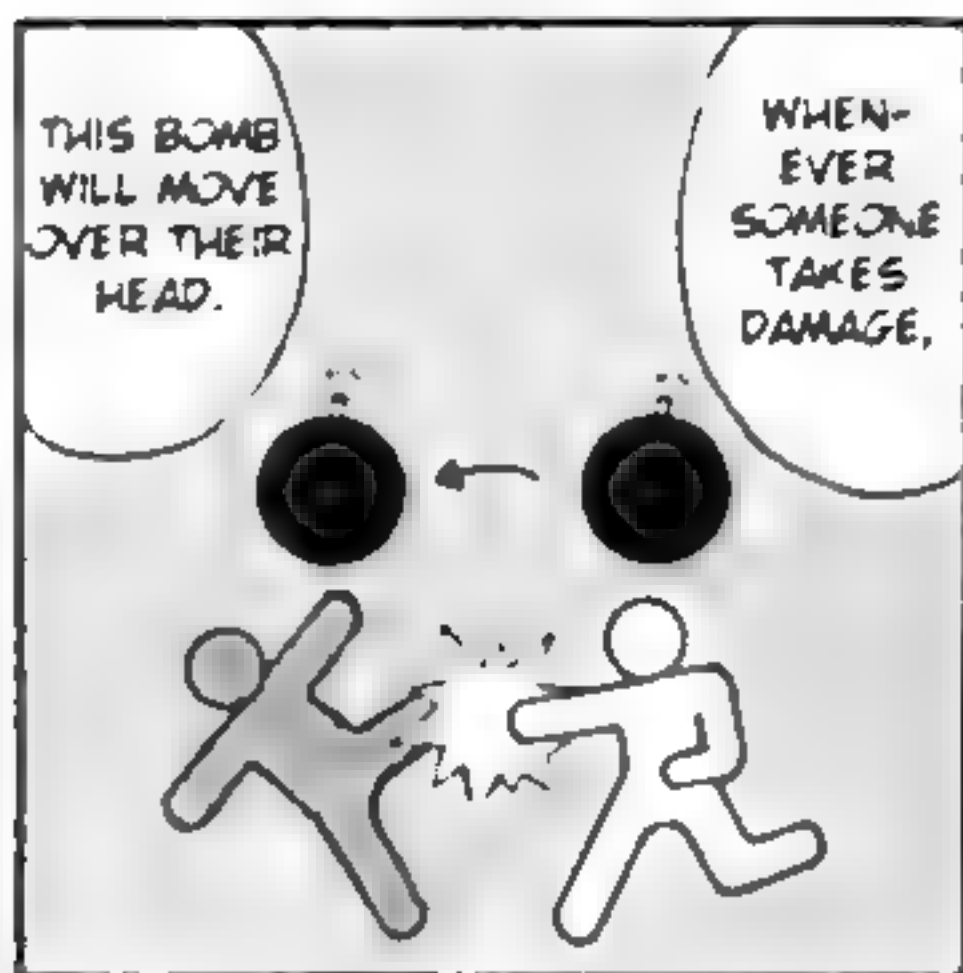
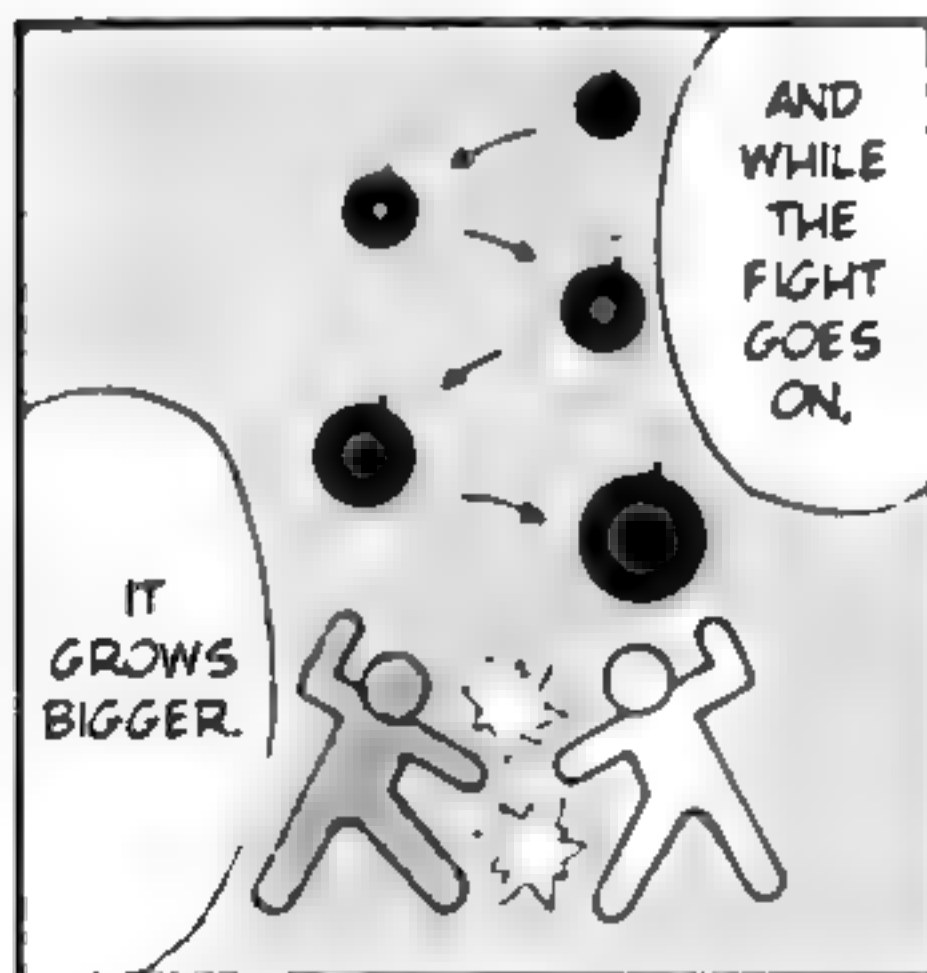


6

SFX: \*poof\*



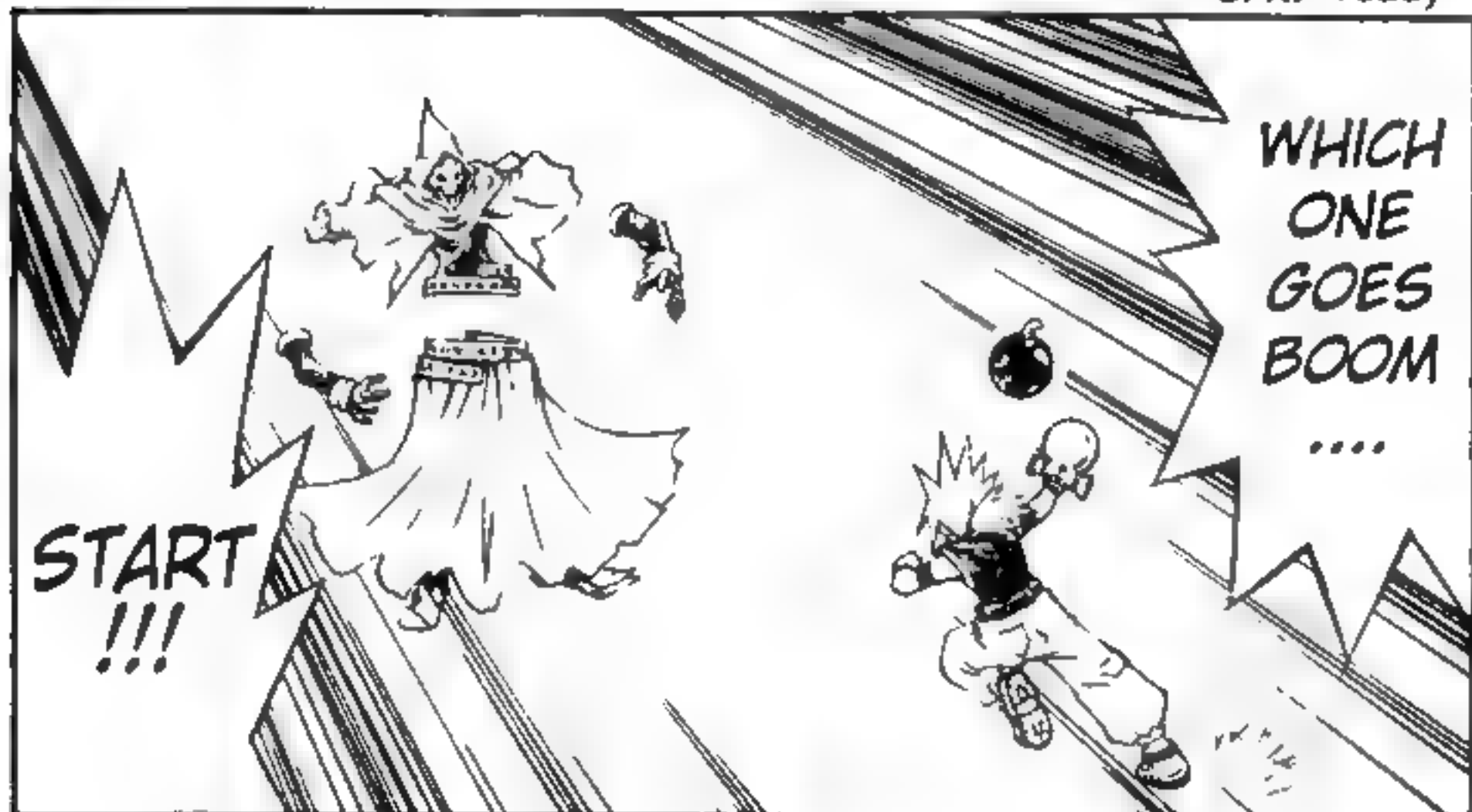
SFX: \*hovering\*





8

SFX: \*ready\*







TAA  
AAA  
AAA  
!!!

SFX: \*WHAM\*



HE ALTHOUGH  
STILL HIS  
HAS MAGIC  
GREAT POWER  
CON- IS  
CEN- HALVED,  
TRA-  
TION.

HHMM  
...

SFX: \*move...\*

9



HERE I  
COME,  
GINTA  
!!

NOW I  
KNOW  
WHY  
PHANTOM  
IS SO  
INTER-  
ESTED  
IN HIM.



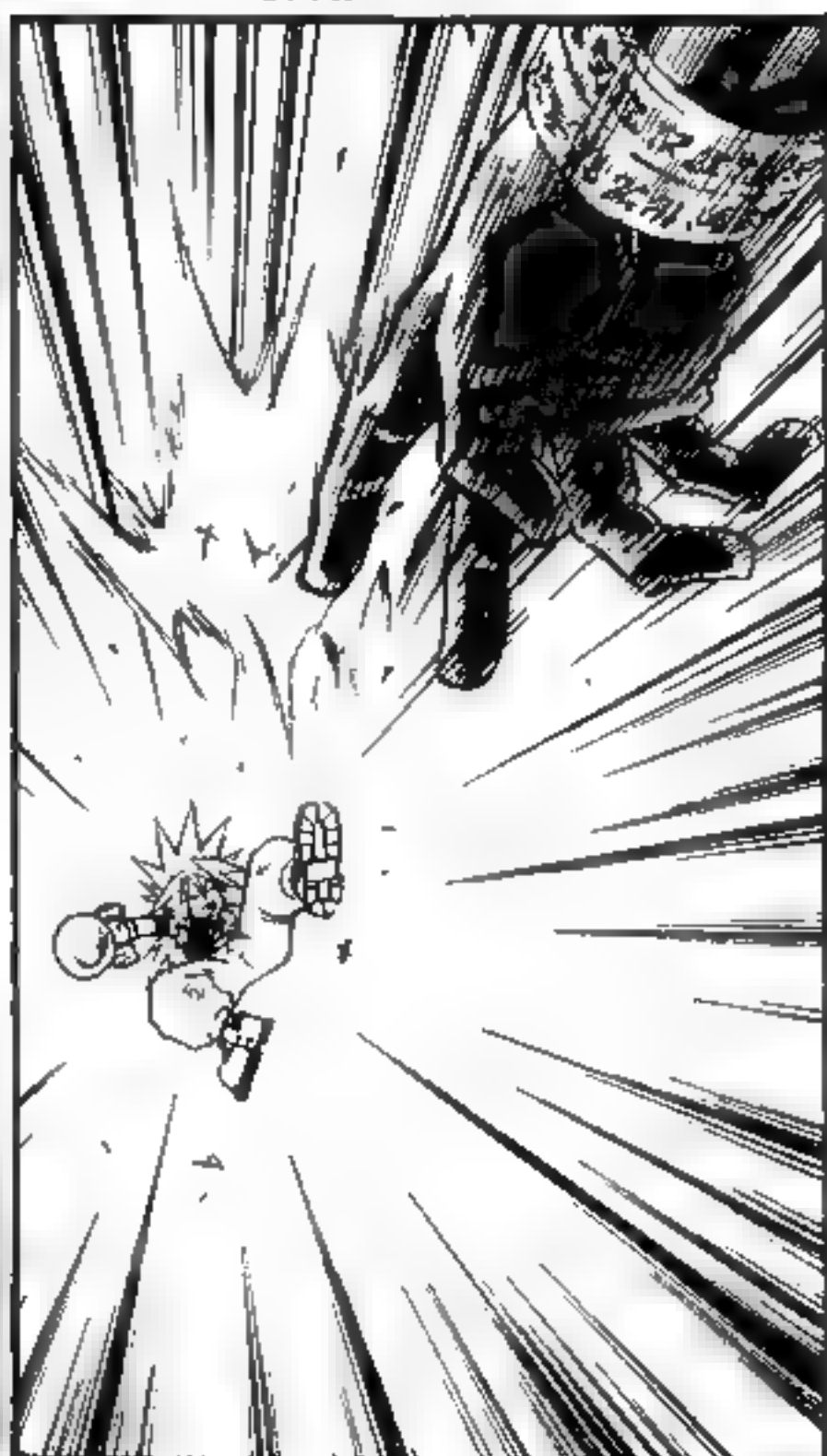
SFX: \*WHAM\*



10



THIS  
KID





THIS  
GAME  
HAS  
BEEN  
QUITE  
FUN.

IS  
MAN-  
AGING  
TO HIT  
ME

11



THAT IT  
SHOULD  
EXPLODE  
SOON.

THE  
SIZE OF  
THE  
BOMB  
INDI-  
CATES  
...

WELL  
THEN,





SFX: \*chink\*







133 SFX: \*slice\* \*slice\*



SFX: \*swoosh\*



SFX: \*loom\*

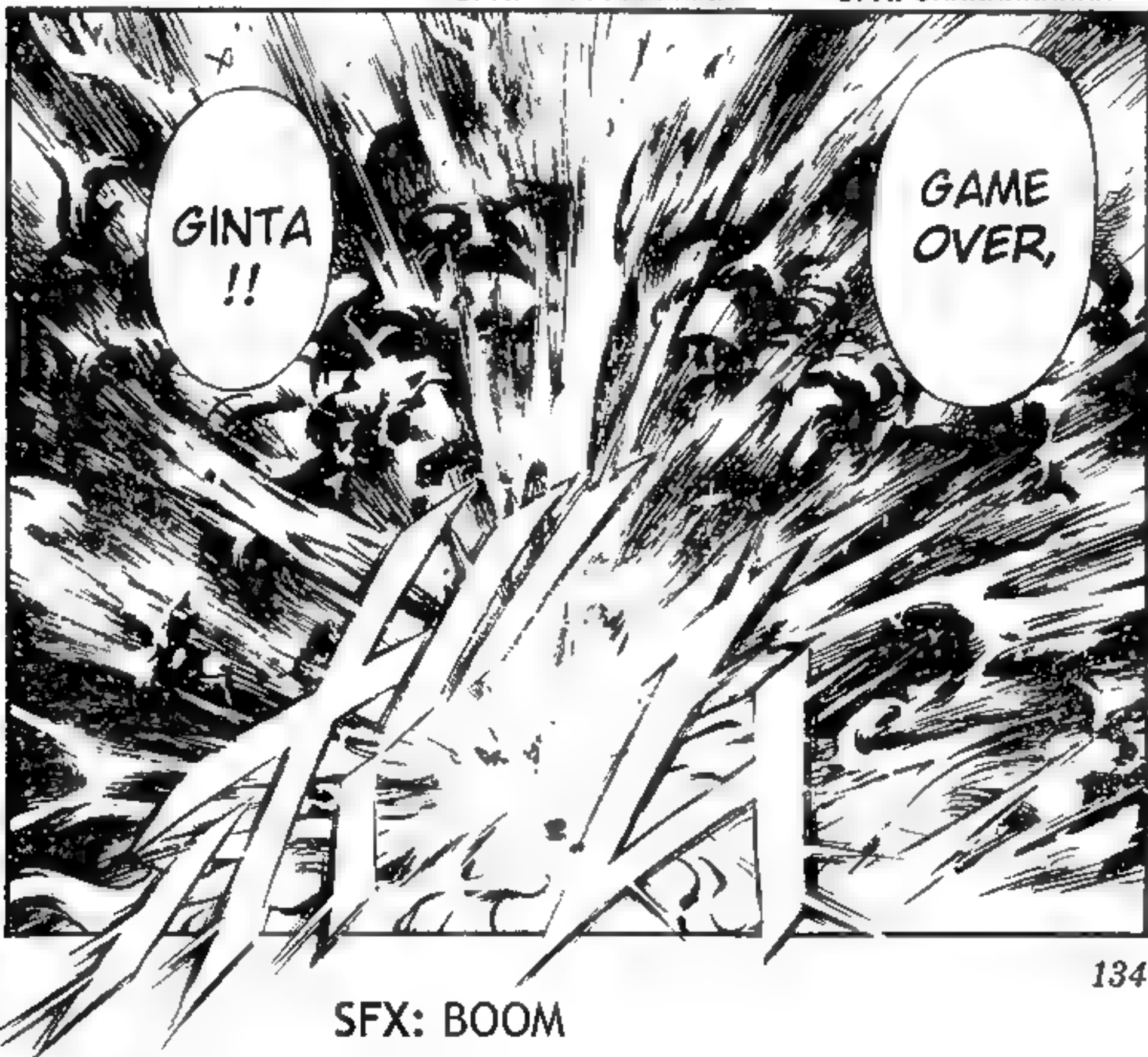




16

SFX: \*Kaaaaaaaaa\*

SFX: Shhhhhhhhhh

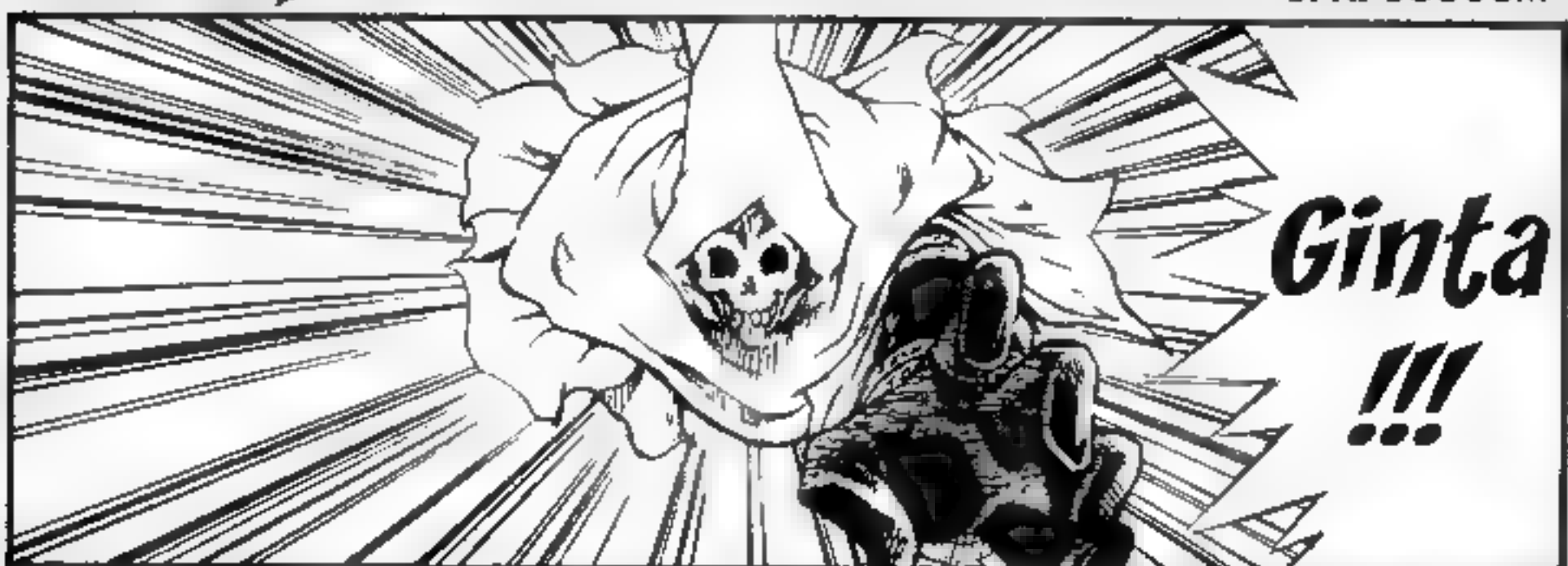


SFX: BOOM

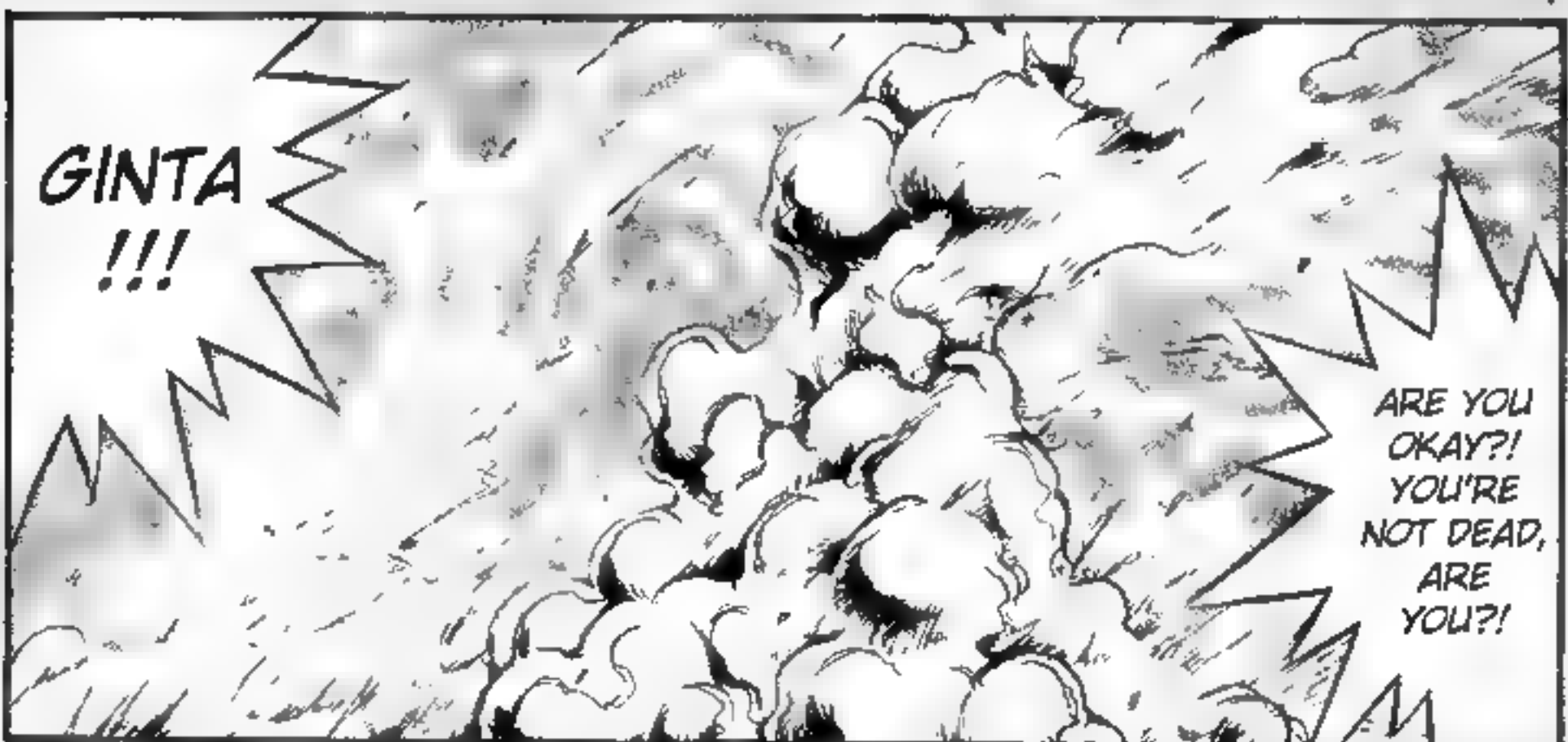
AKT.105 / **Ginta vs. Ash③**



SFX: BOOOOM



**Ginta**  
**!!!**



**GINTA**  
**!!!**

ARE YOU  
OKAY?!  
YOU'RE  
NOT DEAD,  
ARE  
YOU?!



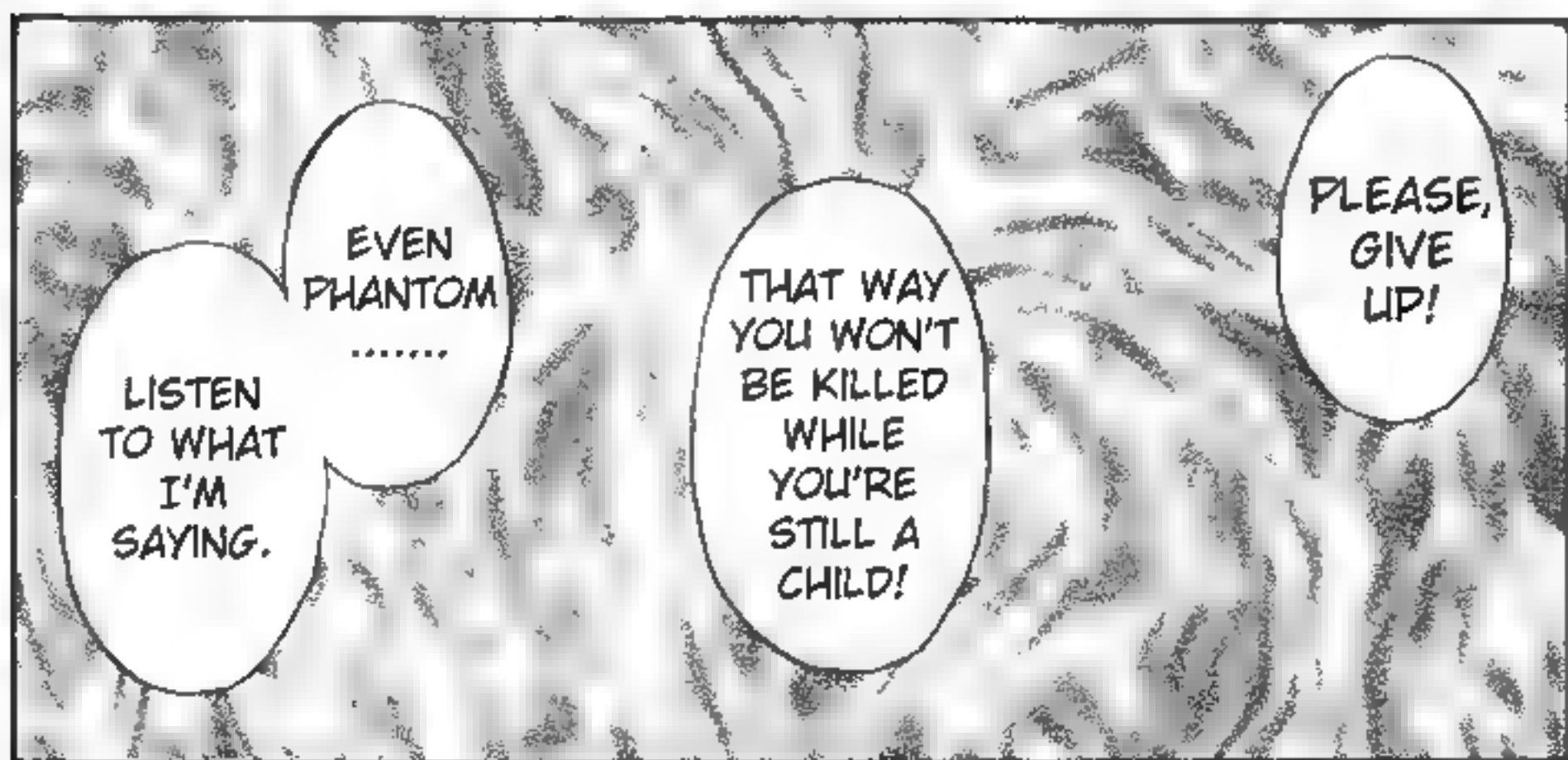
AKT.105/  
**Gintavs.**  
**Ash③**

2



I'M  
ALIVE.





3





WHAT HE  
WANTS IS  
MASSACRE  
AND  
DESTRUC-  
TION!!

PHANTOM  
DOESN'T  
WISH FOR  
MAR-  
HEAVEN'S  
PEACE IN THE  
SLIGHTEST!

SFX: \*raging power\*

5

HIS MAGIC  
POWER SHOULD  
HAVE BEEN CUT  
IN HALF, BUT  
IT'S SLOWLY  
RISING!!

WHAT  
?!

I WILL  
DEFEAT  
PHANTOM  
!!

Let's  
go  
!!

That's  
my  
retainer,  
Ginta  
!!

THERE'S  
NO WAY  
I'M GOING  
TO LOSE  
TO YOU!!





***GAR-  
GOYLE  
!!!***

SFX: \*lunge\*



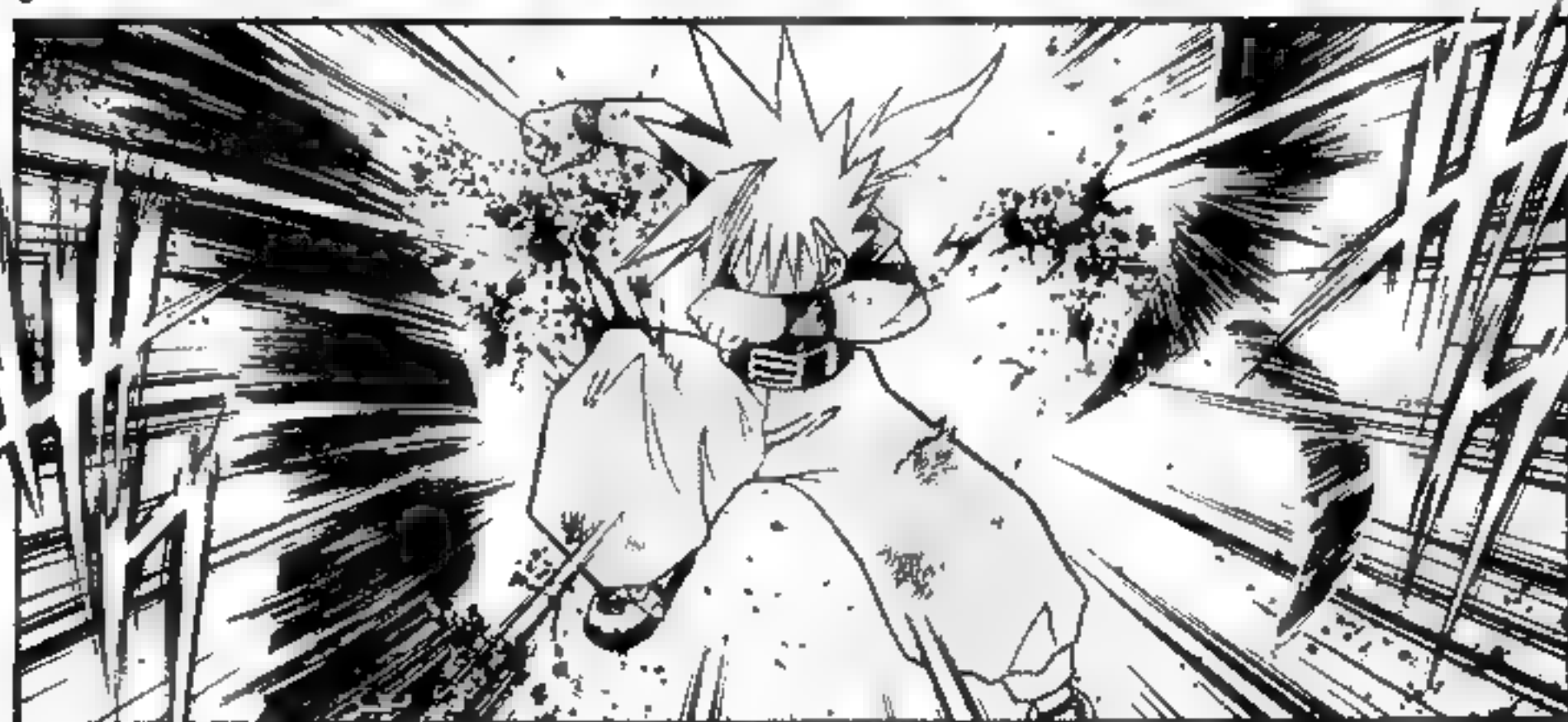


**DEATH**  
**!!!**

SFX: \*blades scraping\*

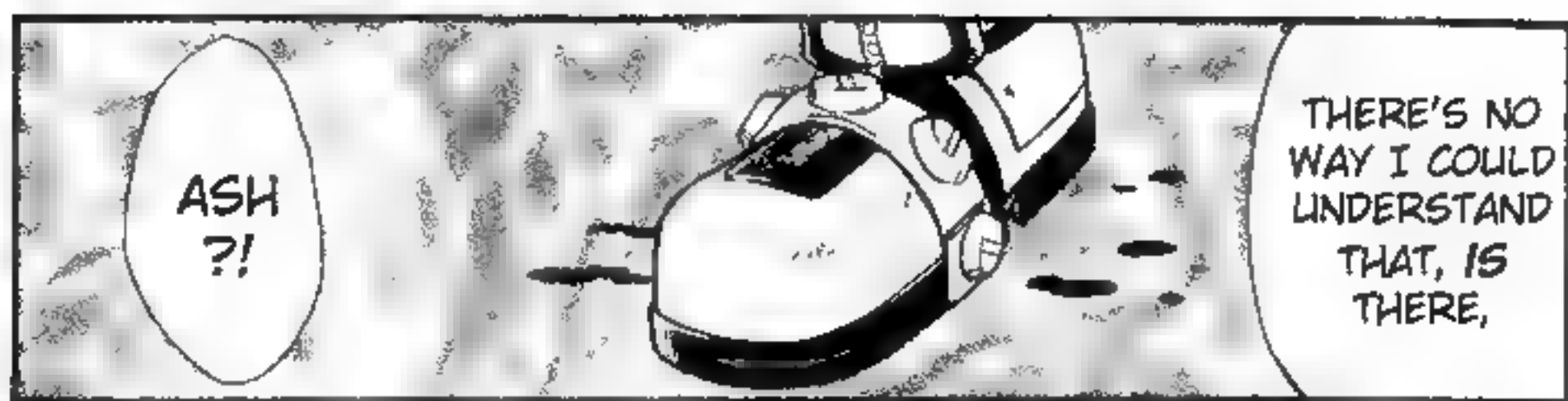


8



SFX: \*slice slice\*

SFX: \*whoosh\* 142





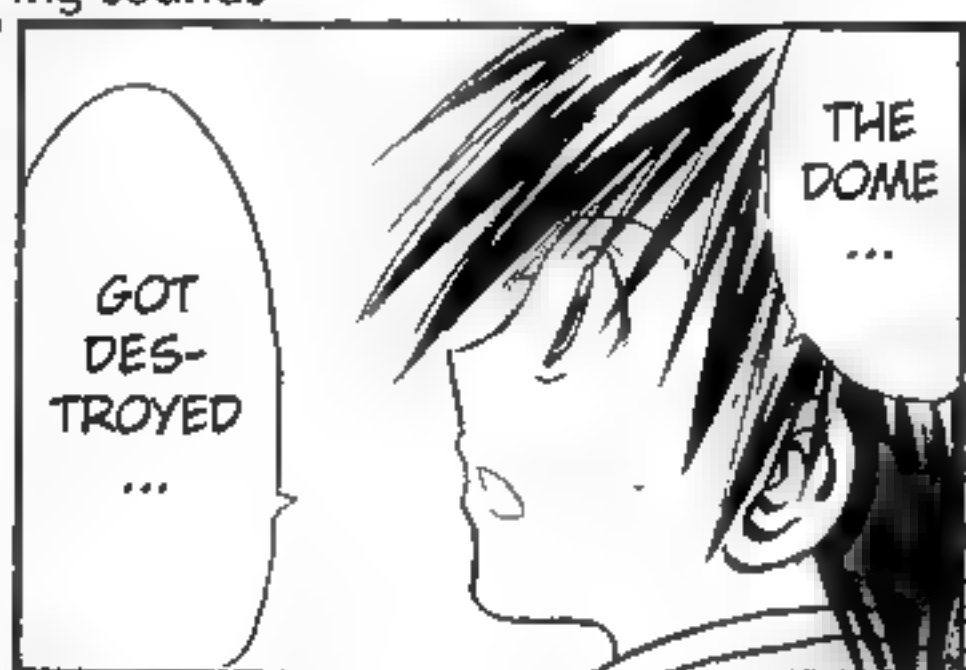


**GO,  
GAR-  
GOYLE  
!!!**



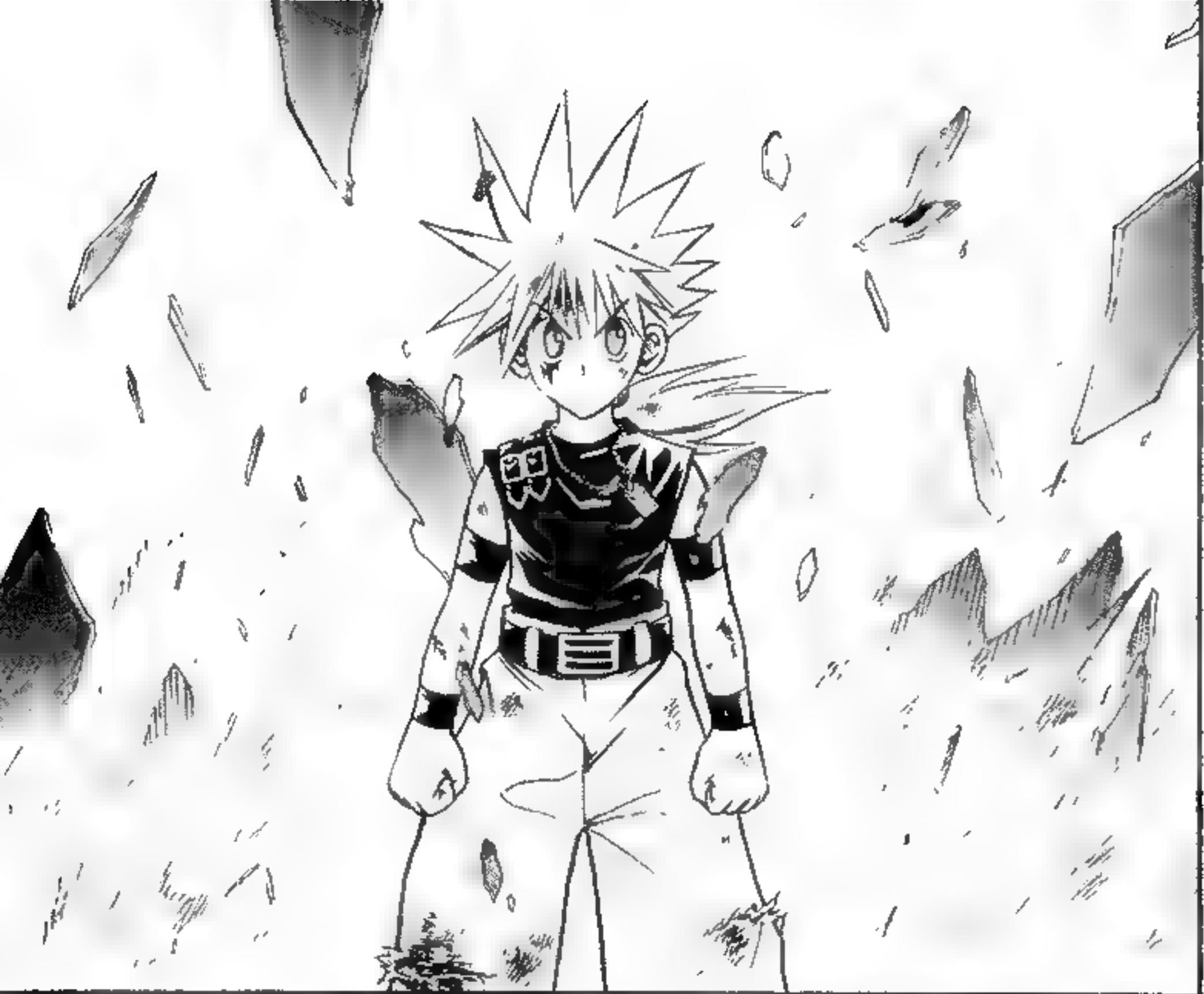


SFX: \*shattering sounds\*



12







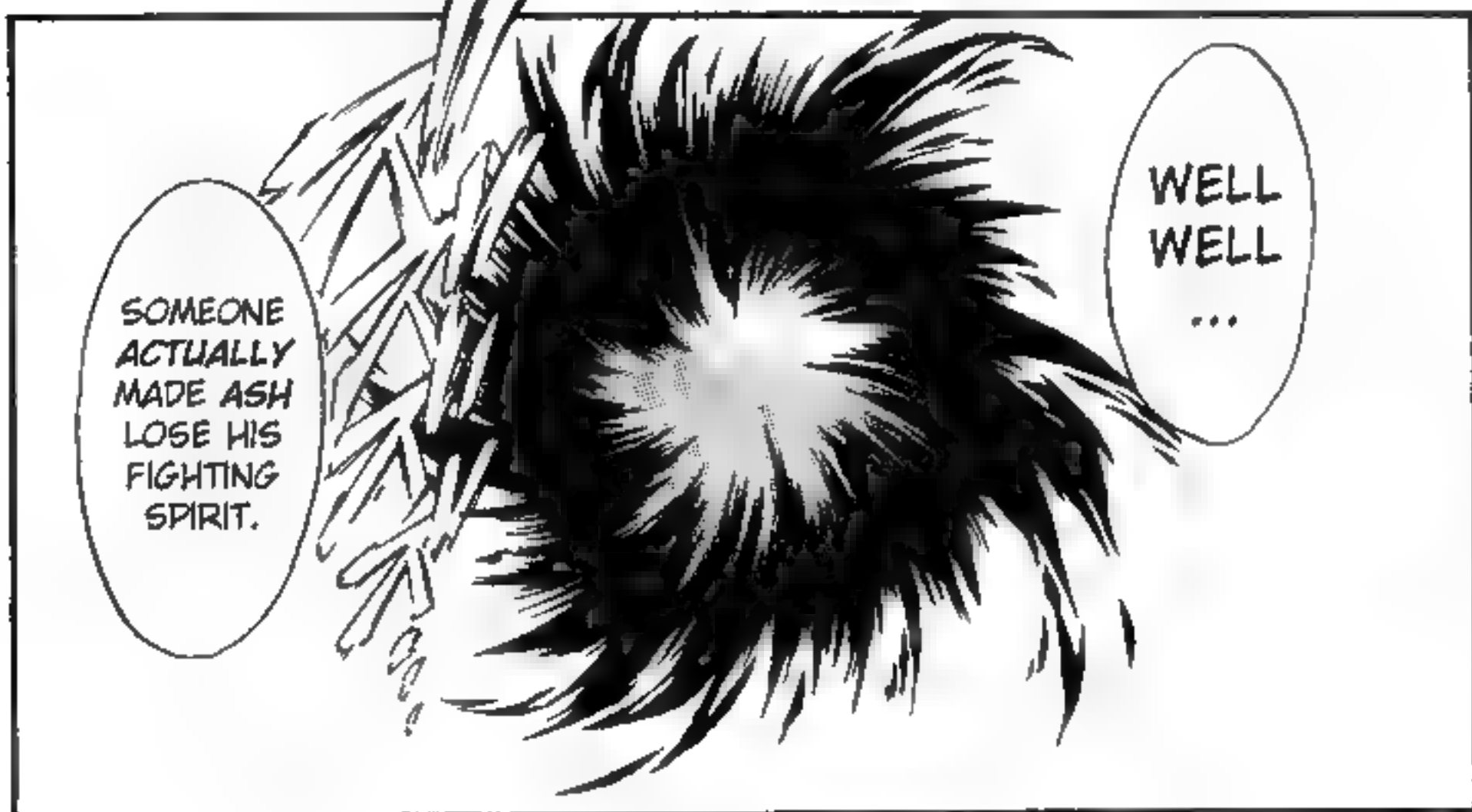
14







15





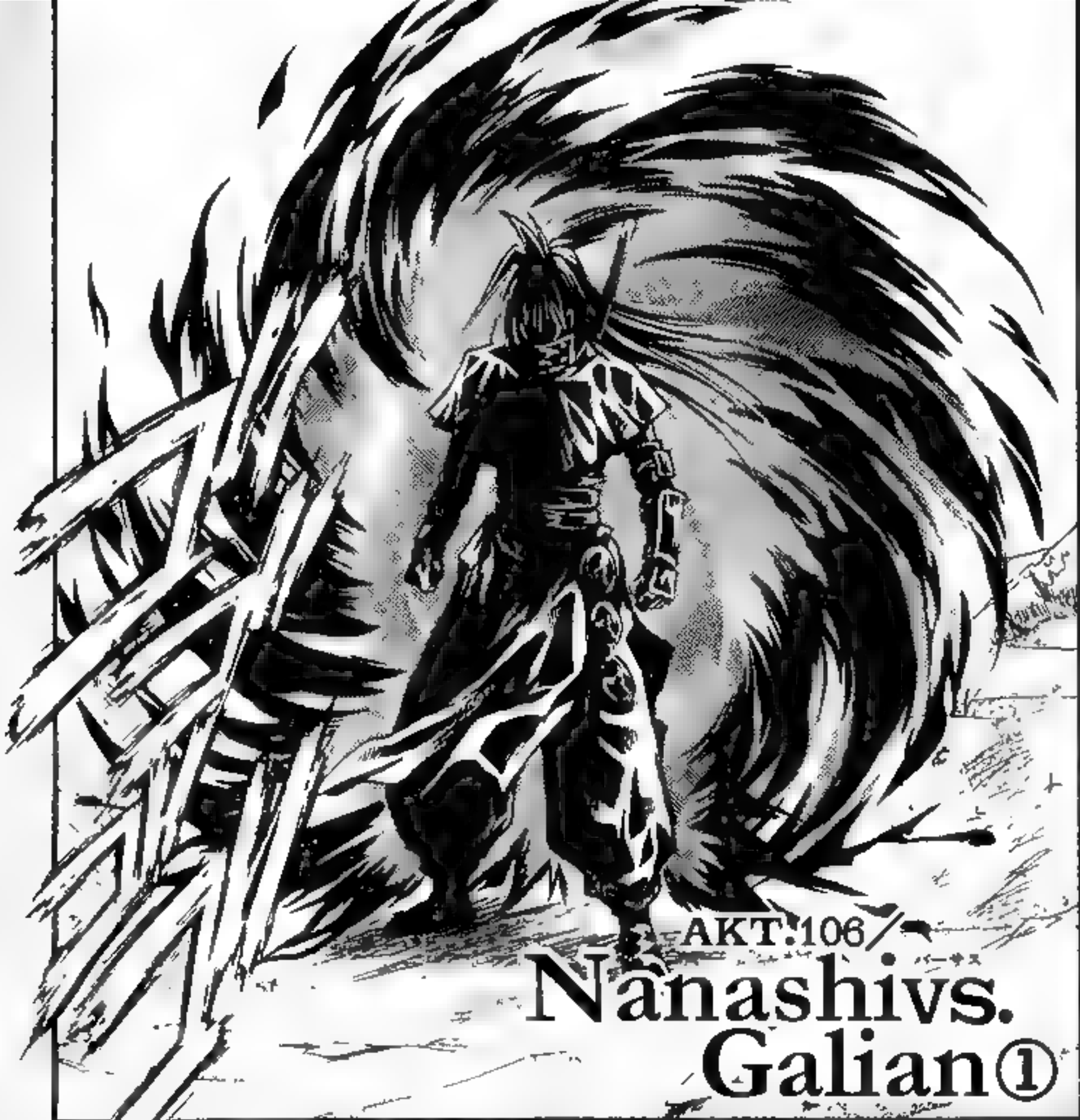
16



NANASHI!  
.....

IT'S  
BEEN A  
WHILE,

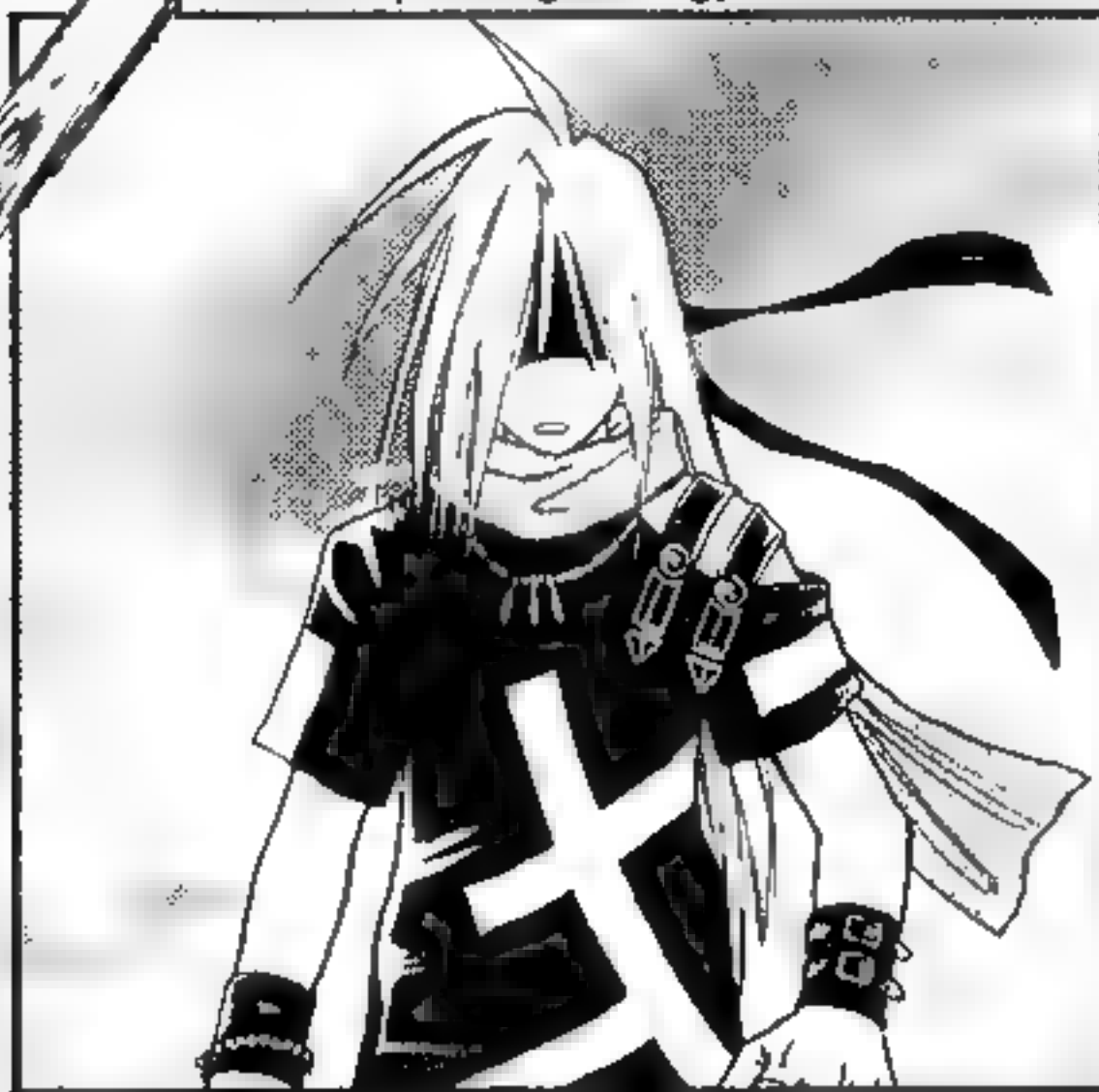
SFX: \*pulsing energy\*



AKT:106/

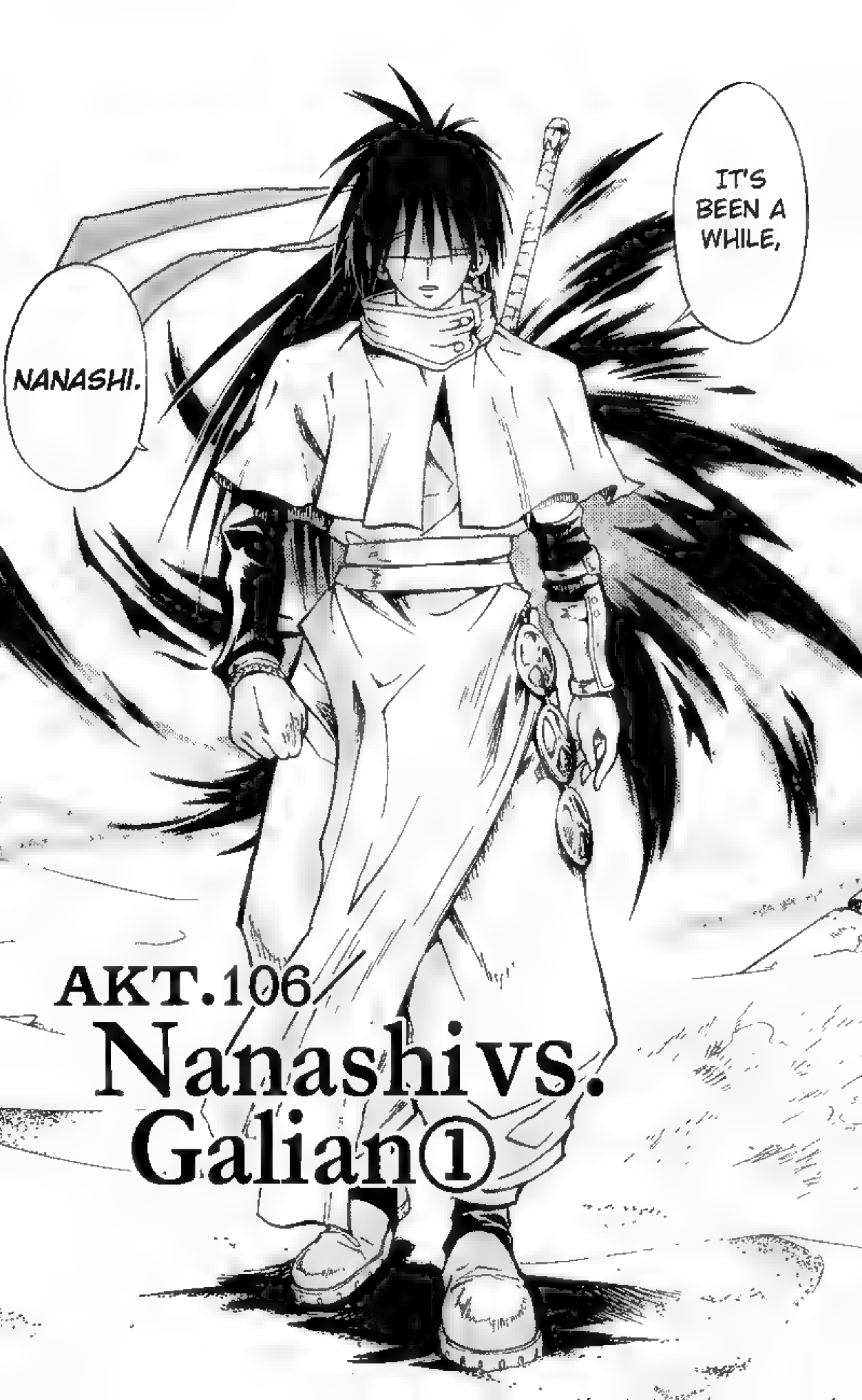
# Nanashivs. Galian①

SFX: \*pulsing energy\*



SFX: \*step\*





NANASHI.

IT'S  
BEEN A  
WHILE,

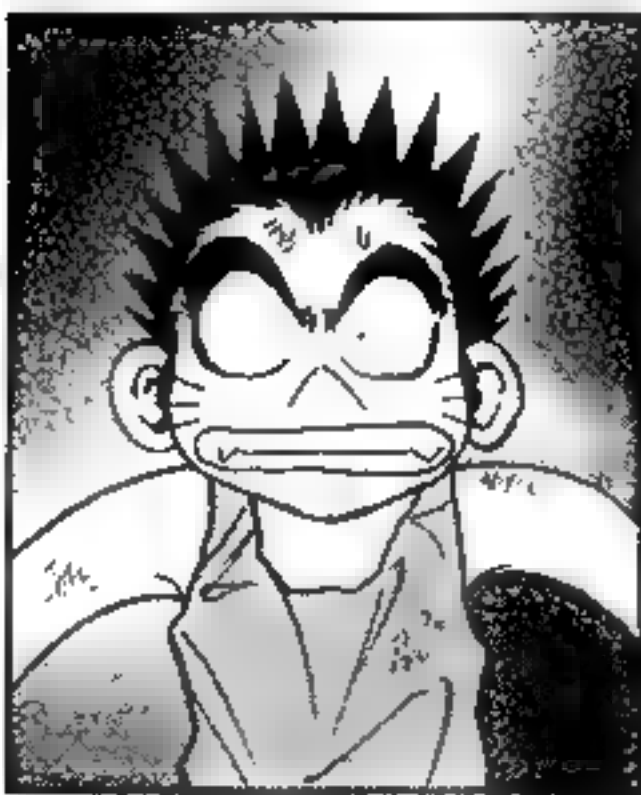
AKT.106/

Nanashi vs.  
Galian①



3









MEMORIES  
WILL  
RETURN IF  
YOU MEET  
SOMEONE  
AGAIN.

HOWEVER,  
YOU'LL  
REMEMBER  
SOON.

5



**War  
Games  
5th  
Battle**

!!

**Final  
Match**

!!!



LET'S  
TALK  
ABOUT  
OLD  
TIMES  
AFTER-  
WARDS.

IF  
WE'RE  
ABLE  
TO  
WHILE  
WE  
FIGHT

.....





SFX: \*woosh\*

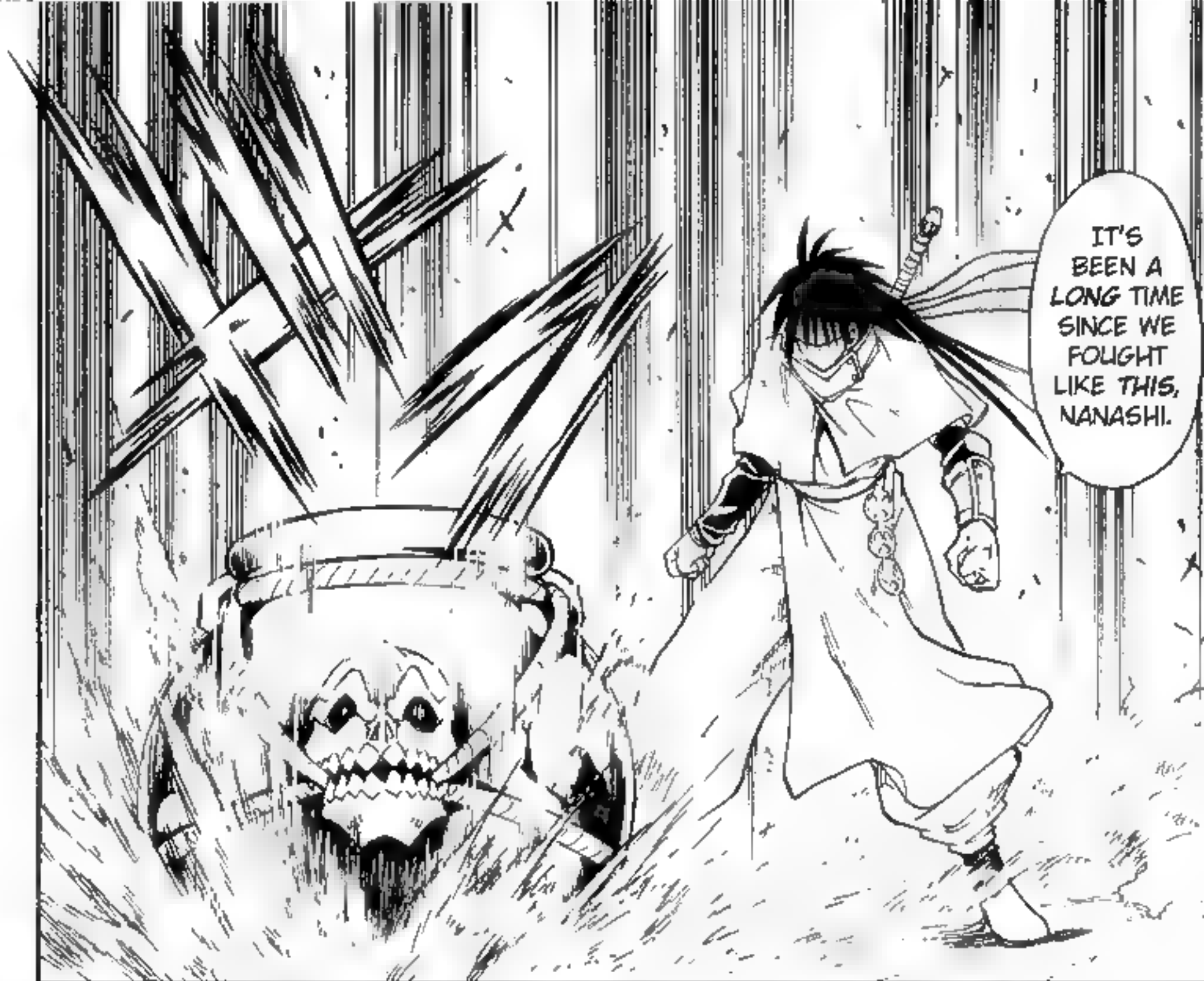
7



SFX: \*glow\*

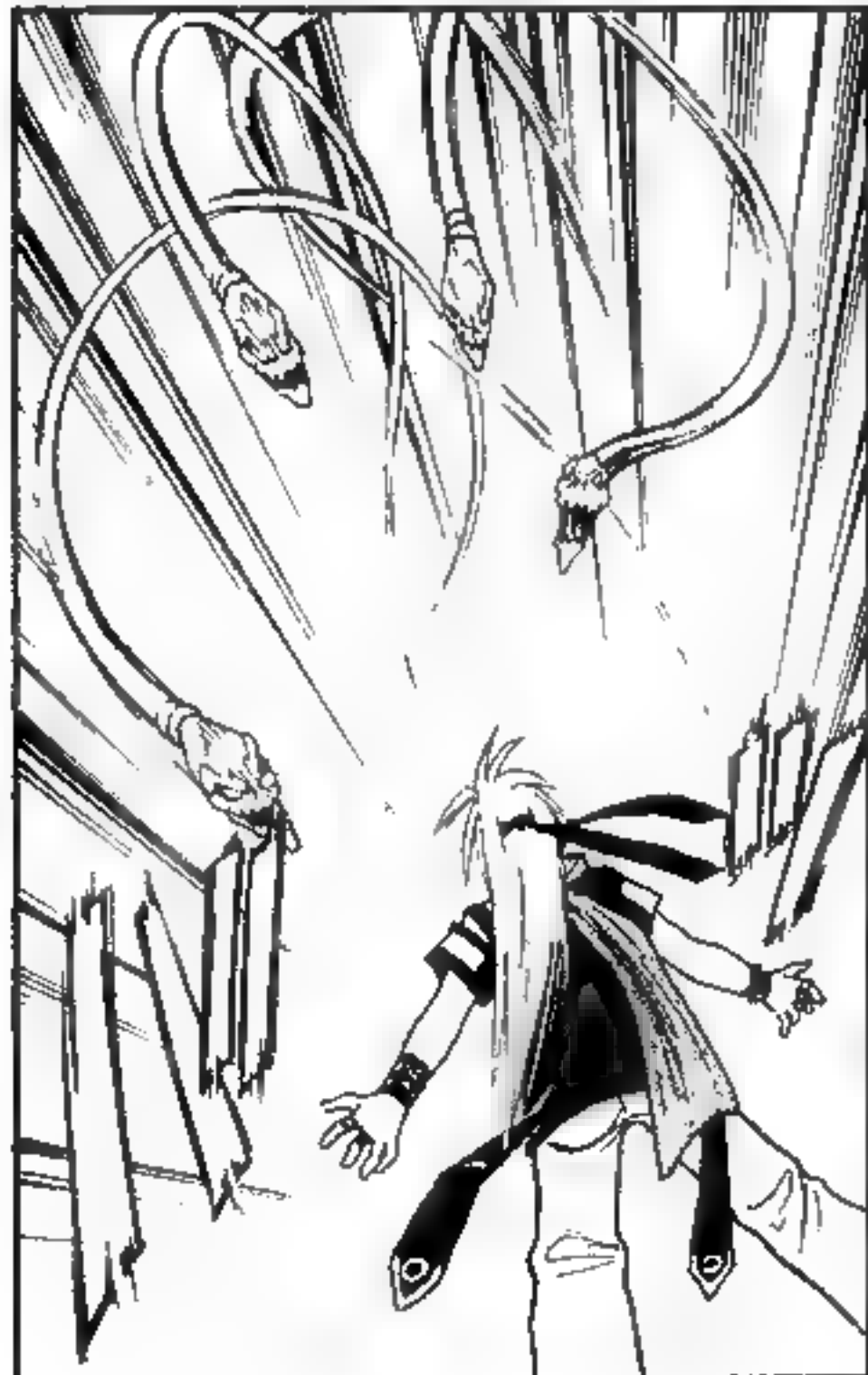






6

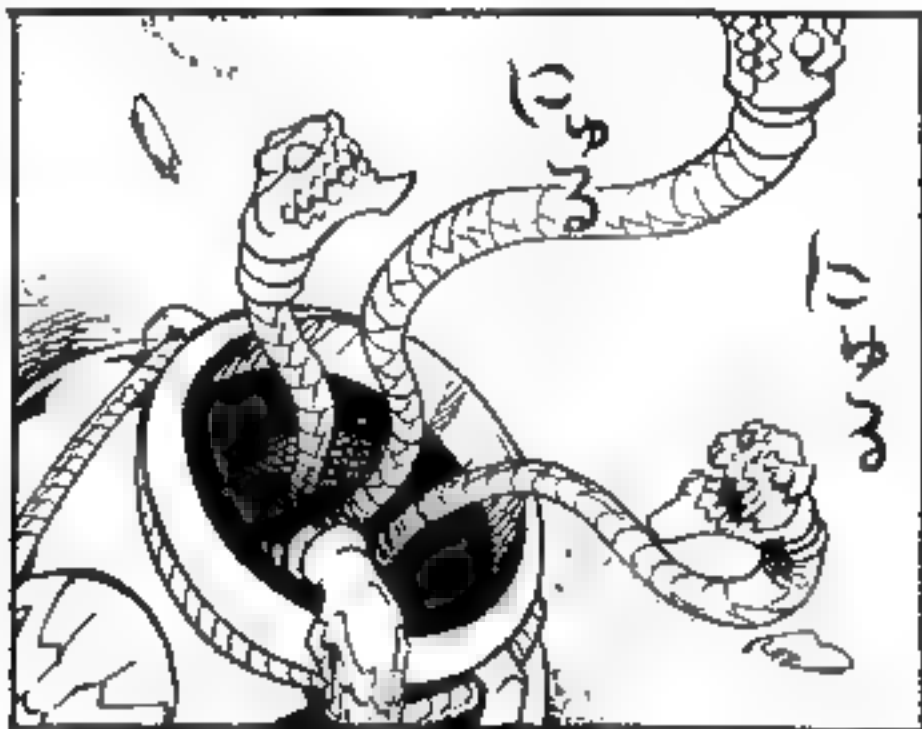
SFX: \*SLAM\*



SFX: \*bearing down\*



SFX: \*slither\*



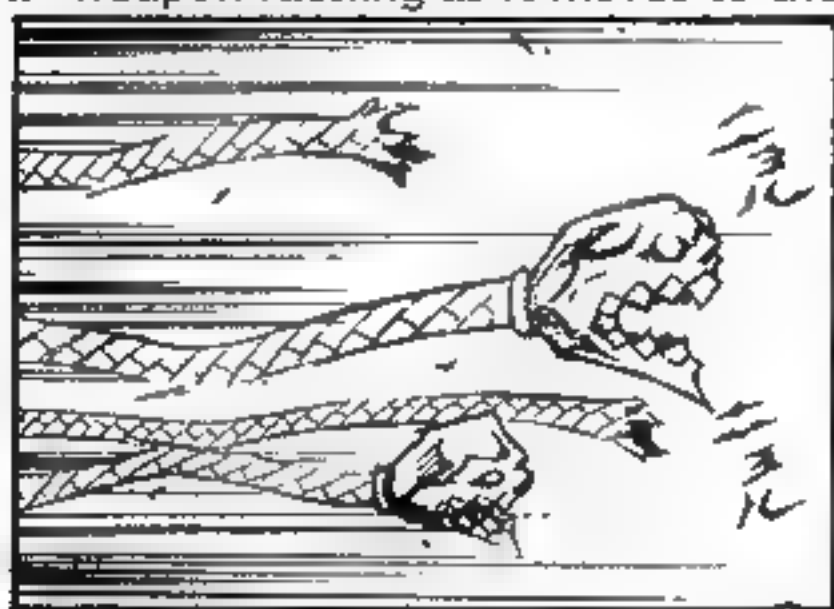
SFX: \*slithering\*



**GRI-  
FFON  
LANCE  
!!!**

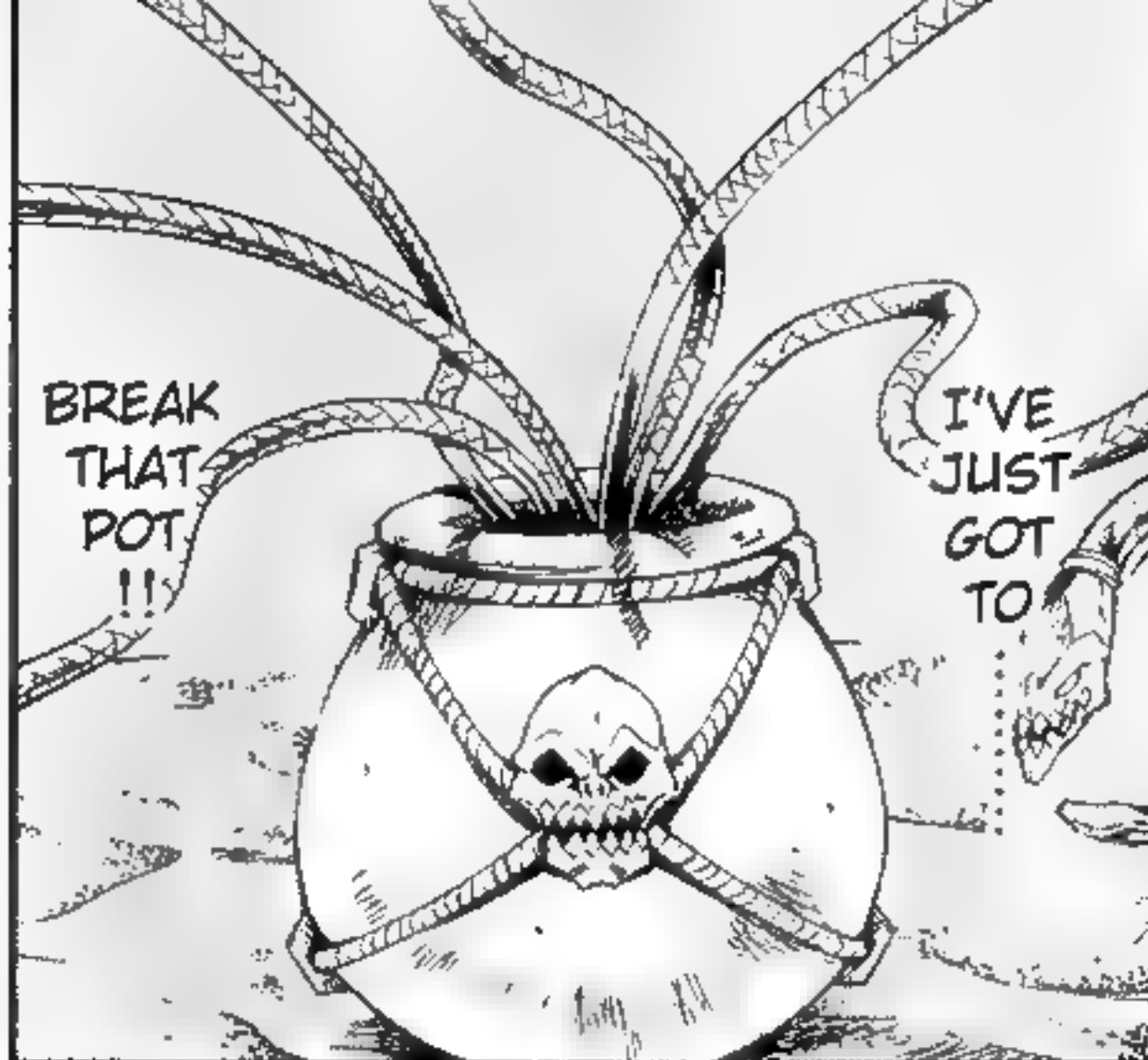
SFX: \*weapon rattling as it moves to the ready\*

9



159 SFX: \*wrap wrap\*

SFX: \*slice slice slice\*

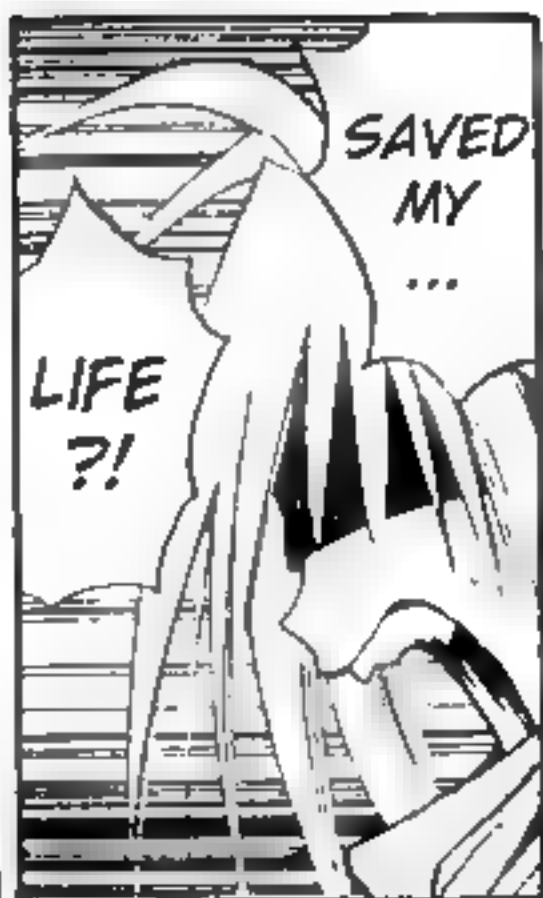






SFX: \*wince\* 11

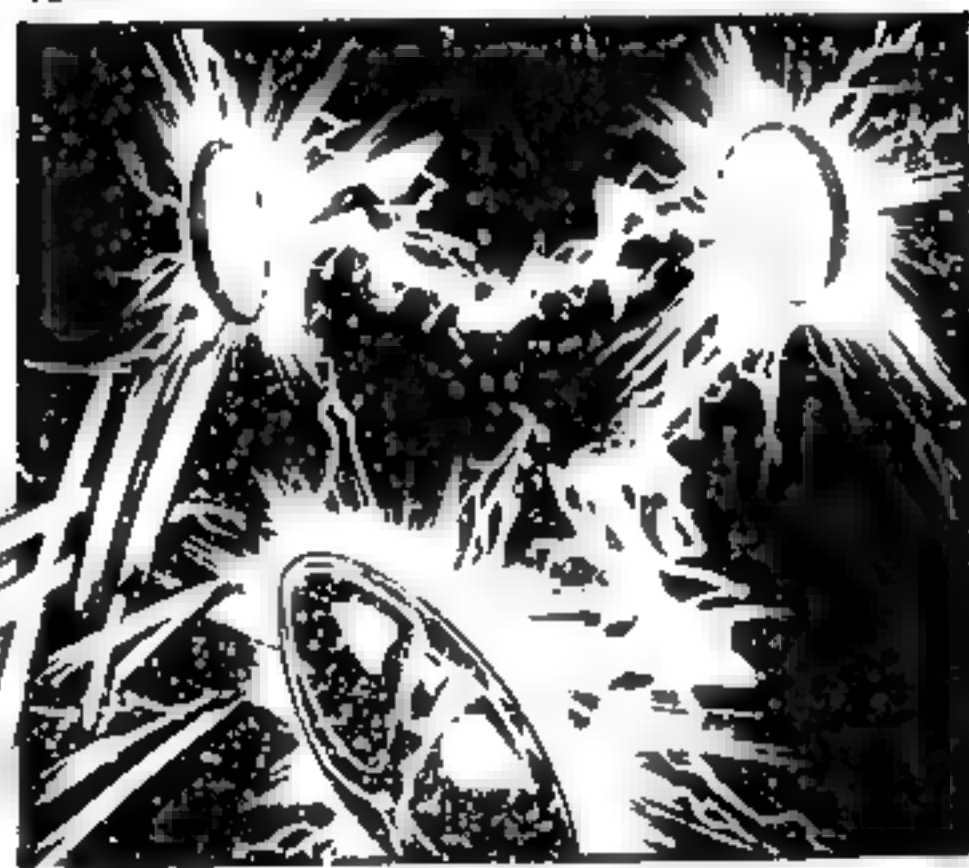




SFX: \*woosh\*



12



SFX: \*electric crackle\*

162



SFX: \*boom\*



A LIGHTNING  
MASTER AS  
WELL?!

THIS  
GUY'S

*You were about ready to slip off to  
the realm of the dead.*



*From now on, your name will be Nanashi.*





WHAT'S  
THIS  
...  
VOICE  
....?



14



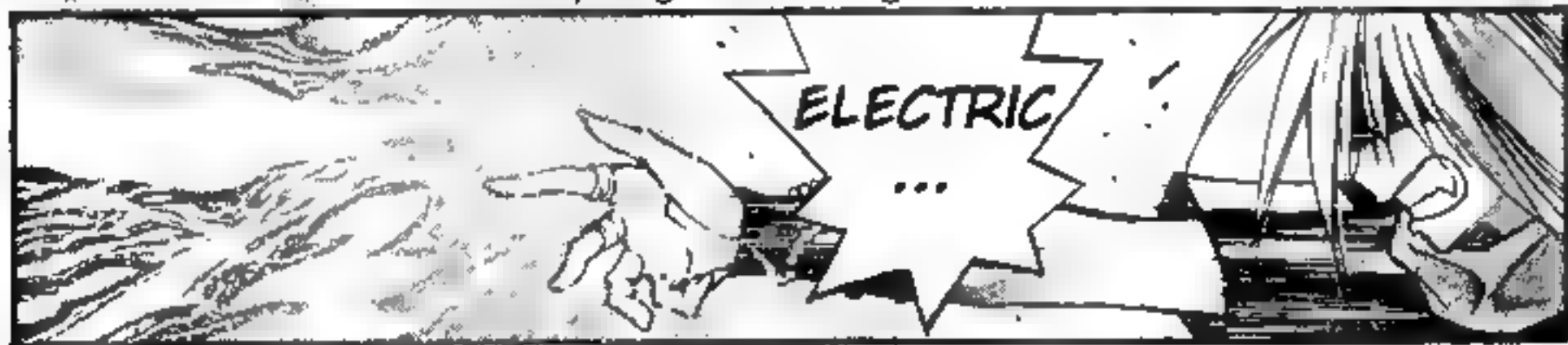
NO MATTER  
HOW MUCH  
LIGHTNING I  
CAN ENDURE,  
I CAN'T  
ENDURE  
OVER AND  
OVER  
AGAIN.





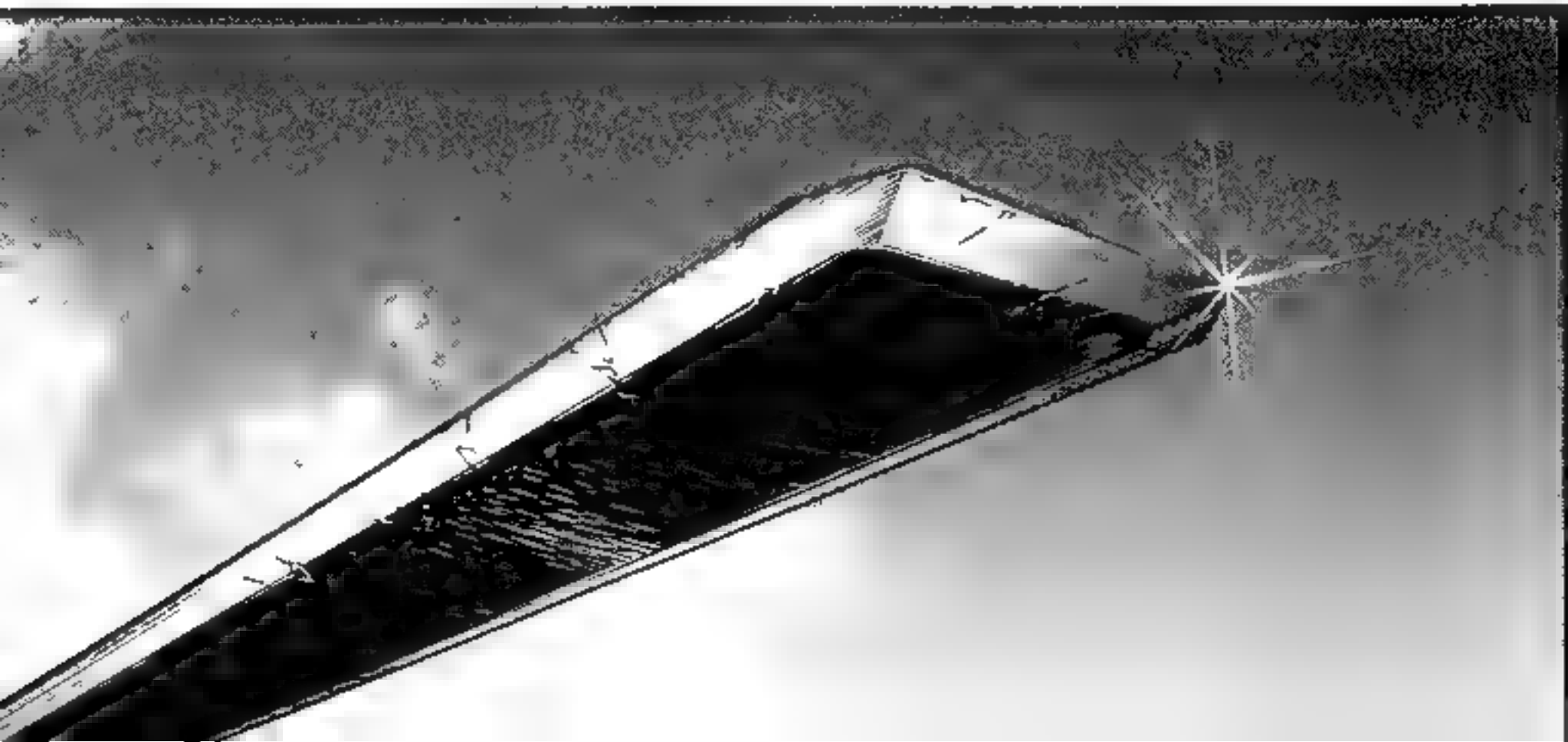
**THOUSAND  
NEEDLES!!**

SFX: \*erupting from the ground\*



**ELECTRIC**  
...

*I'll give this to you.*





SFX: \*electric energy\*



16

SFX: \*swoosh\*

I  
R  
E  
M  
E  
M  
B  
E  
R  
...  
!!!



SFX: \*zap zap\*

*This is good-bye,  
Nanashi.*



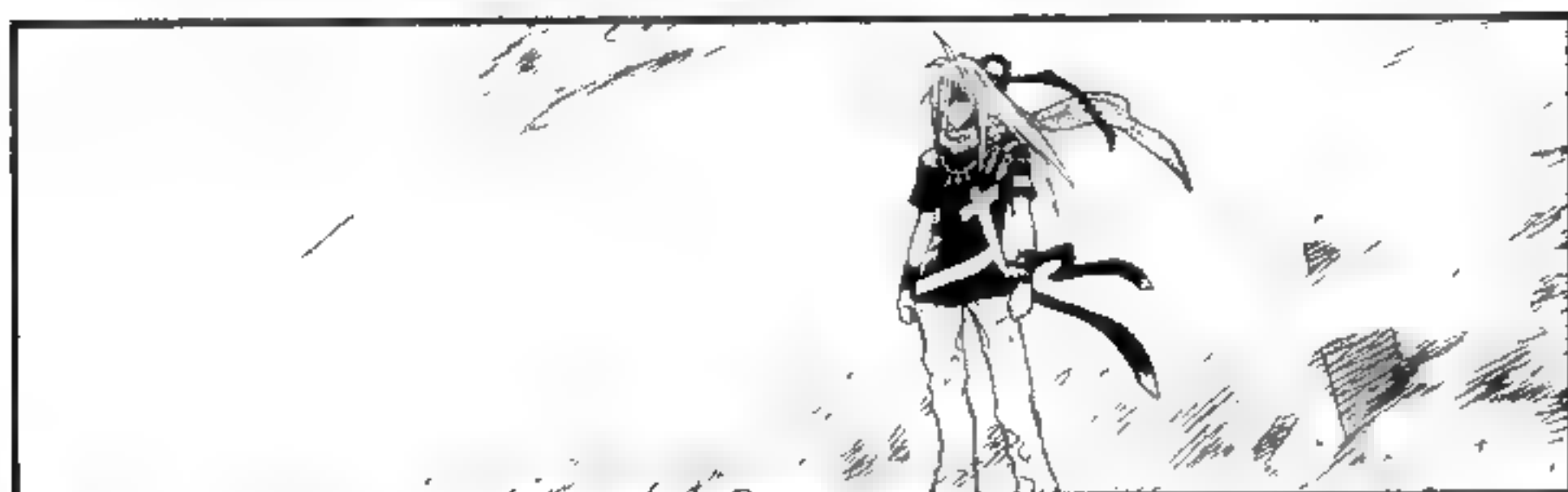


GALIAN  
!!!

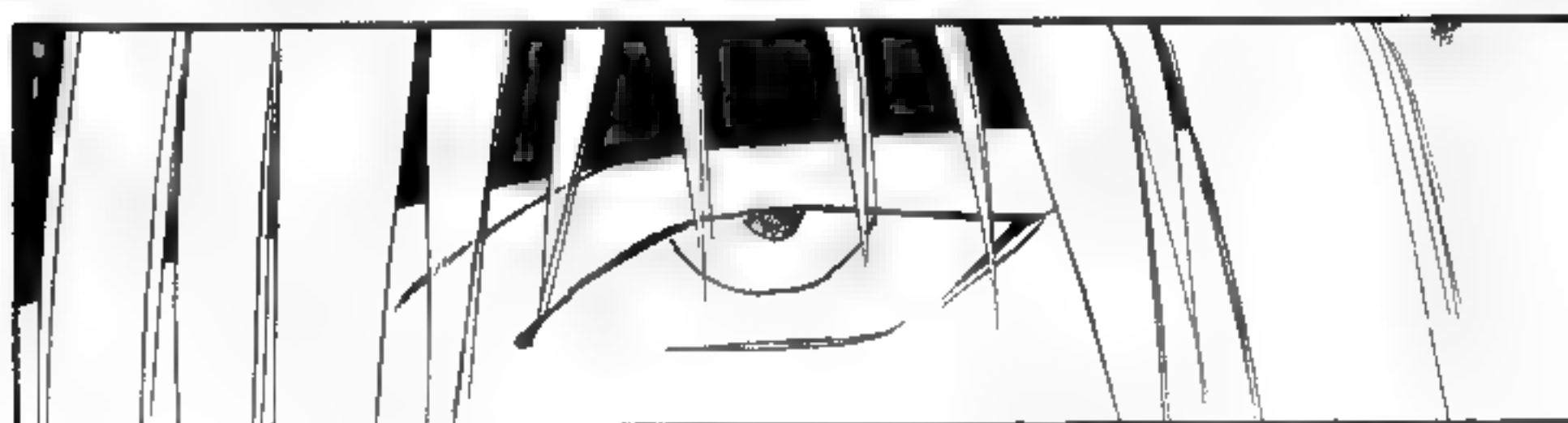
LUBERIA'S  
ORIGINAL  
BOSS,

AKT.107  
Nanashi vs.  
Galian ②





3



is this  
place  
...?

Where  
...





I can't  
move at  
all.



I...  
seen to  
have some  
consider-  
able  
wounds  
...

I'll heal  
you up  
with a  
Holy ARM.



Are you  
all right?

Besides  
that,  
what's  
a holy  
arm? \*

Who're  
you  
...?

\*TL notes: Nanashi does not use the ARM here like always. This shows he has no idea what the hell it is.



are  
you?

Who  
...



We're  
thieves.

Liberia  
?

Was it  
because  
of  
those  
serious  
injuries  
you  
had?

Your  
memories  
still  
haven't  
returned  
yet?

Not  
even  
my own  
name.

I don't  
remem-  
ber a  
thing.

No name  
is Nanashi\*

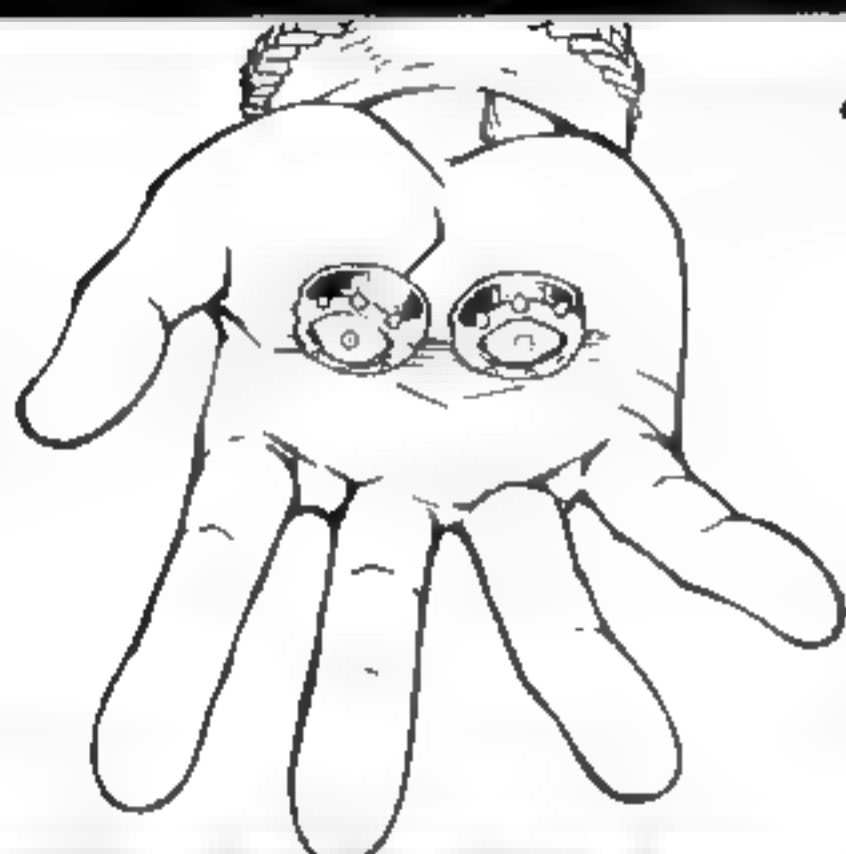
Well then,  
from now  
on, your  
name is  
Nanashi.

\*TL note: No (name) + Nashi (none) = Nanashi (no name)





I'm going  
to give  
this to  
you.



This is the  
Electric  
Eye.

It's the  
symbol of  
Luberia's  
Boss.

You'll forget about  
me until the day we  
happen to meet  
again.

This is good-bye,  
Nanashi.



From  
now on,  
you are  
Luberia's  
Boss.

Wait

∞



Wait,  
Galian!

Gali



I REMEM-  
BER  
EVERY-  
THING.

THAT'S  
RIGHT!



I  
KNOW.



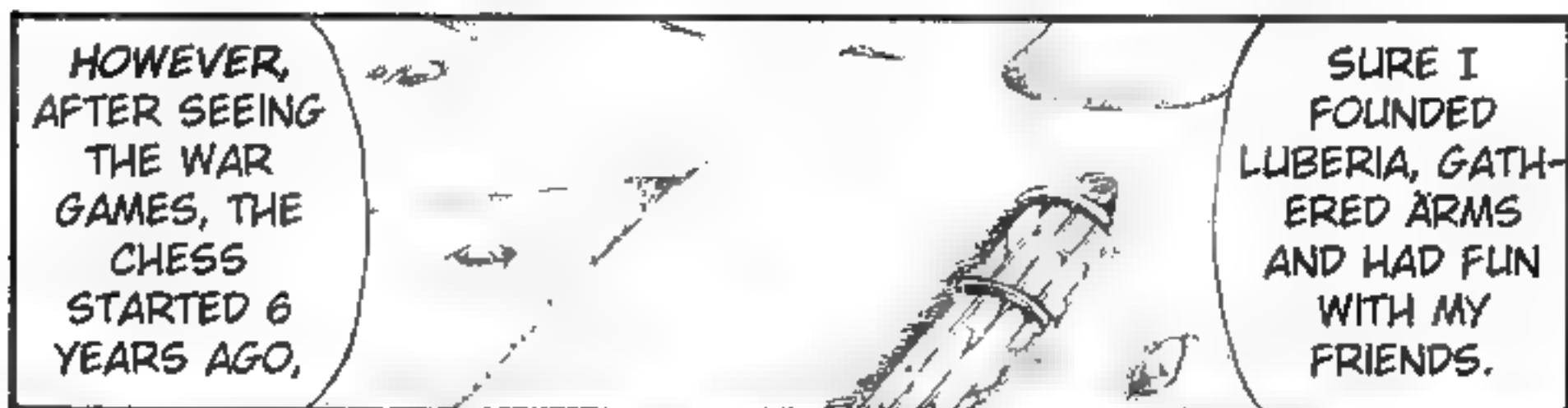
WHY  
DID YOU  
KILL  
LUBERIA,  
THE  
FAMILY  
YOU  
MADE  
!?

THEN  
WHY  
?!

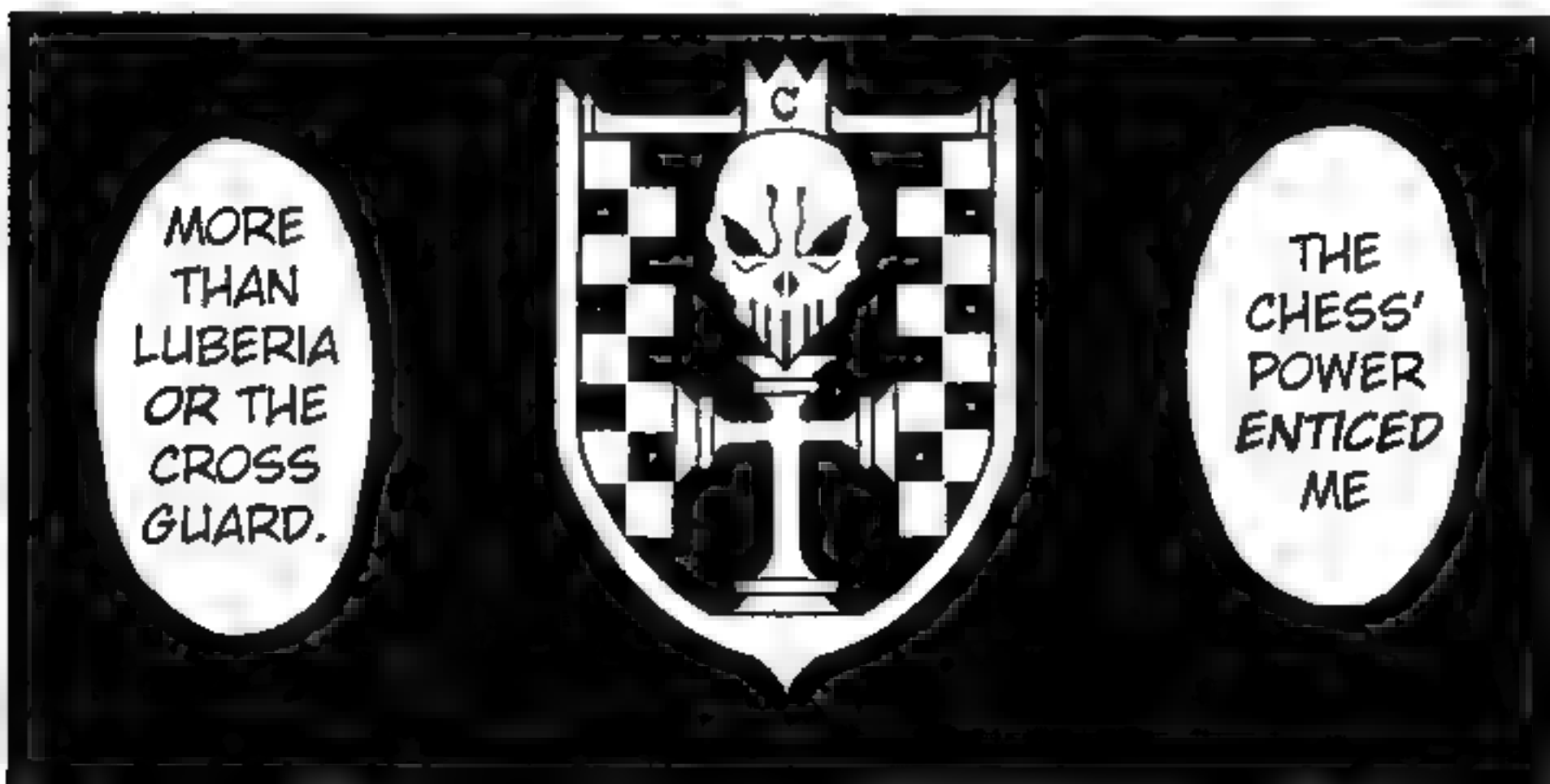


WHY DID  
YOU  
THROW  
LUBERIA  
AWAY AND  
JOIN THE  
CHESS?!

DO YOU KNOW  
WHAT HAP-  
PENED TO  
LUBERIA  
BECAUSE OF  
THEM?!



10





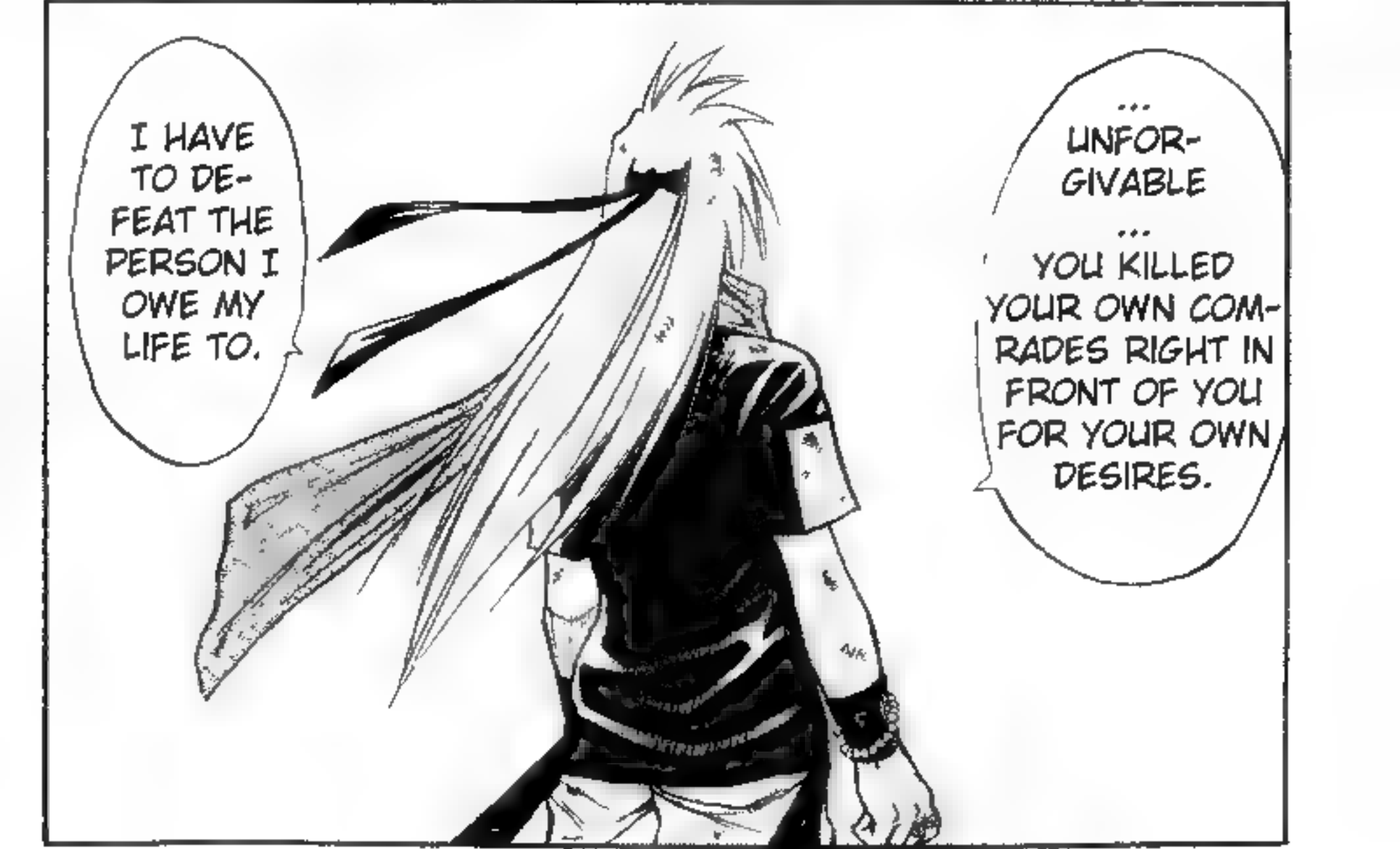




BECAUSE  
I HAVE A  
TALENT  
FOR  
POWER!!

THAT'S  
RIGHT!  
AND I  
ROSE TO  
THE  
KNIGHT  
CLASS  
WITHIN  
THE  
CHESS!

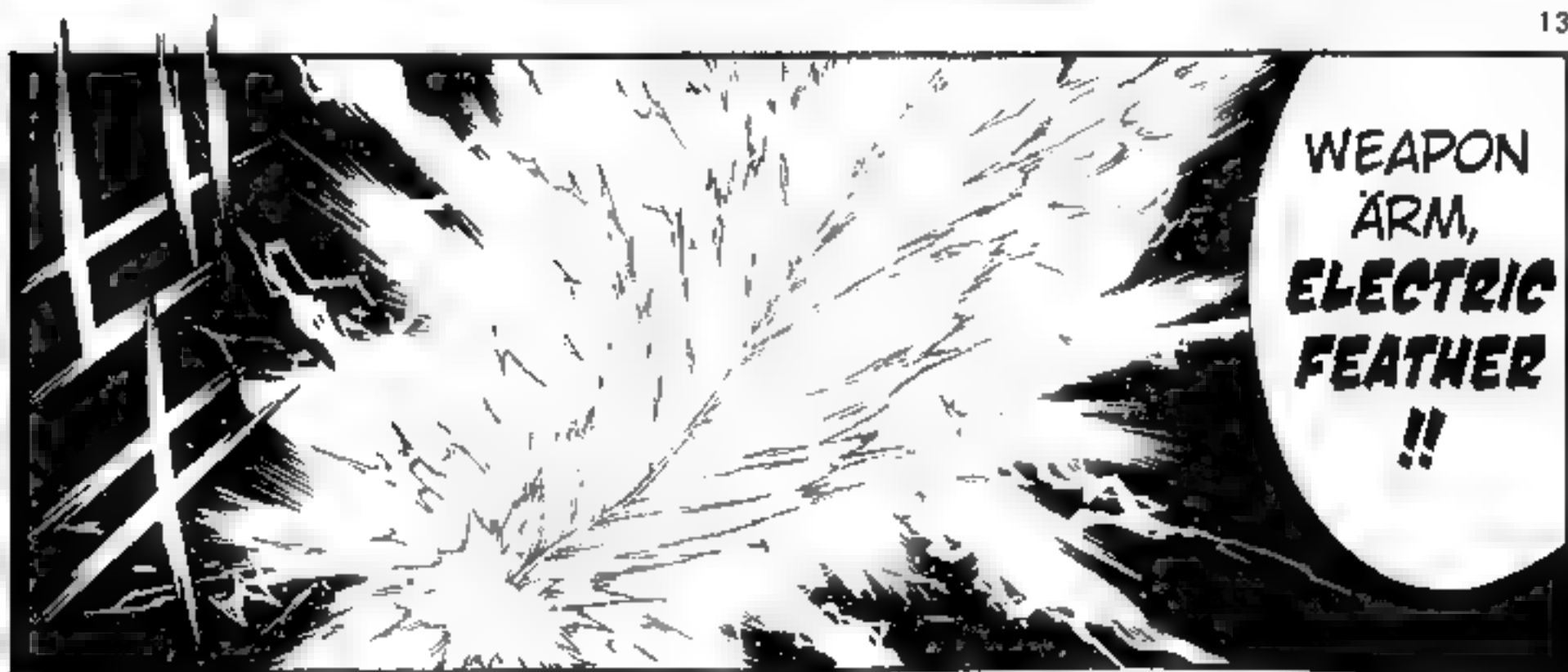
12



I HAVE  
TO DE-  
FEAT THE  
PERSON I  
OWE MY  
LIFE TO.

...  
UNFOR-  
GIVABLE

...  
YOU KILLED  
YOUR OWN COM-  
RADES RIGHT IN  
FRONT OF YOU  
FOR YOUR OWN  
DESIRES.







14

AND I  
THOUGHT  
ABOUT  
FIGHTING  
YOU  
...

I THOUGHT  
YOU MIGHT  
BE SOMEONE  
TO FIGHT  
THE CHESS  
IF THE WAR  
GAMES  
STARTED

FROM THE  
FIRST TIME  
I MET YOU,  
YOUR  
POTENTIAL  
WAS VERY  
HIGH  
...

TO BE  
HONEST,  
YOU SUR-  
PRISED  
ME.







SFX: \*lunge\*

15





16

SFX: \*clang clang\*



GALIAN,

DID  
YOUR  
LAST MEAL  
FILL YOU  
UP?

THE KEEN EXCITEMENT GOES ON



THE 11TH VOLUME

COMING SOON

**MANGA-HEAVEN**

**PROUDLY PRESENTS YOU**

**MMR CHAPTER 101**



**TRANSLATOR: SOULRAKE**

**EDITOR: BIGBAN**



**PROOFER: V4D3K**

**RAW PROVIDER: SD**



**COME TALK TO US OR DIE!!!**

**#MANGA-HEAVEN @ IRC.IRCHIGHWAY.NET**



**MANGA-HEAVEN**

**PROUDLY PRESENTS YOU**

**MAK CHAPTER 102**



**TRANSLATOR: SOULRAKE**

**EDITOR: BIGBAN**



**PROOFER: V4D3K**

**RAW PROVIDER: SD**



**COME TALK TO US OR DIE!!!**

**#MANGA-HEAVEN @ IRC.IRCHIGHWAY.NET**

**MANGA-HEAVEN**

**PROUDLY PRESENTS YOU**

**MAK CHAPTER 103**



**TRANSLATOR: SOULRAKE**

**EDITOR: BIGBAN**



**PROOFER: V413K**

**RAW PROVIDER: SD**



**COME TALK TO US OR DIE!!!**

**#MANGA-HEAVEN @ IRC.IRCHIGHWAY.NET**

**MANGA-HEAVEN**

**PROUDLY PRESENTS YOU**

**MAK CHAPTER 104**



**TRANSLATOR: SOULRAKE**

**EDITOR: BIGBAN**



**PROOFER: V4D3K**

**RAW PROVIDER: SD**



**COME TALK TO US OR DIE!!!**

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**MANGA-HEAVEN**  
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**MAK CHAPTER 105**



**TRANSLATOR: SOULRAKE**  
**EDITOR: BIGBAN**



**PROOFER: V413K**  
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Akt 97  
**SNOW VS EMOKISS**  
**(PART 3)**

Scanner: Souldrake  
Translator: Souldrake  
Editor: BigBan  
Proofer: V4D3R



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Akt 98

## **ALVISS VS. HAMERUN** (PART 1)

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# Marchen Awakens Romance

AKT 99: Alviss VS Hamerun (2)

Raw Provider

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